

Q3: Where's the best place to level up?

A3: The easiest way to level up is to battle the Evil Eye in the Ice Cave. It doesn't have much HP, it gives lots of experience, it appears on a spiked square, and you can kill it easily. Kill it over and over again and you'll get lots of experience for the time you put into it.

Q4: Why don't you list the locations of the enemies in the Bestiary?

A4: Because I'm lazy right now but I'll eventually get around to it. Some of the other FFO guides have that information.

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*****[Introduction]*****

This is the first game in Square's now long line of Final Fantasy sequels. It's not the greatest RPG ever made but it's a fun, and highly nostalgic for me, romp through the past. The new version on the PS1 has a long list of improvements over the original, besides the more obvious graphics update, they fixed a lot of the bugs and various other knick-knacks that were overlooked the

first time around. I'm not that great at this game and I probably wrote something that's incorrect or not the best way to handle the situation. If so, let me know and I'll fix it. If you have any questions, comments, suggestions, praise or criticism, they should be sent to <shdswrm@hotmail.com>.

*****[Final Fantasy 1]*****

[Game Basics/Controls]-----

TOWN/DUNGEON

X Button : Talk and examine objects
Circle Button : Run
Triangle Button : Opens the Main menu

MENU

X Button : Confirms selected option
Circle Button : Cancels selected option

FIELD MAP

X Button : Get in or out of vehicles
Circle Button : Press together with the Start Button to display the map
Triangle Button : Opens the Main menu
Square Button : Shortcut to the Items menu
L1 Button : Shortcut to the Equipment menu
L2 Button : Shortcut to the Config menu
R1 Button : Shortcut to the Magic menu
R2 Button : Shortcut to the Memo Save menu
Start Button : Press together with the Circle Button to display the map

[Game Basics/Classes]-----

WARRIOR --> KNIGHT

Pros:

- High HP, Defense, and Strength stats.
- They can equip almost every weapon and armor in the game.
- [Knight] They can use level 1-3 White Magic.

Cons:

- Low Speed stat. They will often be the last to attack when in battle.
- [Warrior] They can't use any magic. It's not a big deal though.
- Don't really have any noticeable changes after the class change.
- VERY expensive to keep fully equipped.

Overall:

- They are a good start for someone who's new at the game because of their many positive qualities and relatively few negative qualities. They work well with any class and unlike most of the other classes, they are still effective when you have more than one in your party.

THIEF --> NINJA

Pros:

- High Speed stat. This will allow them to from battles easily.
- They improve a lot when they get the class change.

Cons:

- They can't equip much weapons or armor.
- Stats are average with the exception of their Speed stat.
- They are not very useful in the early game.

Overall:

- These guys are a tough sell because they are fairly weak through most of the game and will have to rely on the other party members to survive. They improve quite a bit with the class change however, so it's up to you whether you want to put up with the Thief until you get the Ninja.

MONK --> MASTER

Pros:

- High Strength stat, high numbers of attacks per turn, and high HP.
- Very cheap to keep fully equipped since they won't need weapons and very much equipment later on.

Cons:

- Low Defense. This will be a problem later in the game so watch out.
- Sometimes they do pathetic damage, especially to monsters and/or bosses that have a high Absorb and/or Defence stat.
- No magic at all, but it isn't a big deal.

Overall:

- They are a lot like the Warrior, except they have much lower Defense. Their low Defence will come back to bite them in the ass later in the game when you encounter tough monsters and bosses. They can beat most monsters into paste but even that will sputter out when they come across others with a high Absorb and/or Defence stat. A good choice as long as you use caution later in the game.

RED MAGE --> RED WIZARD

Pros:

- They can use level 1-5 White and Black magic, and later on level 6 magic.
- They can equip quite a bit of weapons and armor.
- They have decent stats all around. None that are really high but none that are low.
- A good all purpose class.

Cons:

- They are not as good as the other classes that specialize in attacking and

magic respectively.

- Not all of the level 1-5 magic is available for use. However, once you get the class change, all of the level 1-5 magic will be available.
- VERY expensive to keep them fully equipped because they have a lot of equipment available to them than any of the other classes.

Overall:

- They are a pretty good choice for a beginner because of their versatility. The only other class that's still effective when you have two in your party but after that, it drops off a lot. You don't need more than two, really.

WHITE MAGE --> WHITE WIZARD

Pros:

- They can use level 1-8 White magic
- They have decent stats for the most part. They excel in Intelligence, but their Strength and Defense are marginal.
- They are a great support because to their defensive and curative spells.

Cons:

- They have low Defense and Strength stats. Their low Strength isn't much of a problem, but their low Defense sure will be later on in the game.
- They don't have any offensive spells other than Holy and Dia and those spells only work on specific types of monsters.
- They have a limited amount of weapons and armor that they can use. Not being able to equip decent armor coupled by their low Defense will probably get them beaten up and/or killed easily later on in the game.

Overall:

- They are excellent for support for your other party members because of their magic. However, their low Defence and usually weak armor will make them easy targets later in the game.

BLACK MAGE --> BLACK WIZARD

Pros:

- They can use level 1-8 Black magic.
- They are very useful in dungeons because of their wide range of status and offensive spells. Their spells can also target multiple monsters at once, allowing you to kill them all easily instead of killing each one at a time. Also, most of the major bosses are weak against one or more of their spells.

Cons:

- They have a limited amount of weapons and armor that they can use.
- They have lowest HP and Defense of all the classes. Later in the game, monsters can put them in critical or even kill them if you're not careful.
- Offensive spells are not always reliable as they'll sometimes do little damage to certain monsters and bosses in the game.

Overall:

- They are great to have because of their spells, but any of the stats that relate to Defense and HP are marginal so keeping them alive is a real chore later in the game.

[GAME BASICS/GAMEPLAY]-----

MAGIC BASICS

Using Magic - Use the directional pad to select a caster, a spell, and then a target if applicable. Press X to confirm each selection.

Dropping Magic - This will allow you to drop unwanted spells to make room for new ones. Once you drop a spell, you can't use it again until you buy it again from a magic shop.

Learning Magic - You buy magic from white or black magic shops in towns. There are four different spells for each magic level but you can only learn up to three at a time. If you already have three spells but you want to learn a new spell, you'll have to use the Drop command. You can use more spells more often at each magic level (MP) as you gain levels

FORMATION BASICS

Switching Order - First select a character and press the X Button to confirm. Next, choose a second character and press X again to switch the character's position to the front if he was in the back row or the back if he was in the front row. The back row will reduce the amount of damage the character would receive, but it will reduce their physical attack. Conversely, a character in the front row would do more damage but they would receive more damage. Characters that get KO'ed will get placed on the back row automatically.

SAVING BASICS

Memo Saving - This is more of a precautionary method of temporarily saving your game inside a dungeon in case you die. While purists of the original game may dislike Memo Saving, I'd say it's definitely helpful for beginners and the like. To use the Memo Save feature, go into the main menu and select the Memo option. After that, select yes when it prompts you to save your game.

Saving - This is the standard way to save in the game but there are two methods of doing it. The first way is to just go into an inn and then save your game when it prompts you. The second way is to use a Bag, Tent, or Cottage on the world map and then save your game when it prompts you.

CONFIG MENU

System Default - The game settings used in Final Fantasy (NES). It reintroduces the term known as the Ineffective Rule. This will add the term and it's effect to the weapons and attack. It also reintroduces another feature which isn't named but it works like this. Lets say that Character1 and Character2 both targeted the same enemy and Character1 killed this enemy when he attacked. Now when Character2 tries to attack the enemy that Character1 killed, he'll attack the empty space that the enemy occupied, wasting an attack.

System Custom - The game settings used in Final Fantasy Origins.

Collections - Contains special features that you can check out.

BATTLE COMMANDS

Attack - This is pretty obvious. Characters attack enemies with the weapon they have equipped. Characters without weapons will attack with their bare hands.

Magic - Characters that have learned spells previous to the battle can cast them. Select a spell and a target for the spell.

Items - Uses items in battle. Some items can't be used unless you have the Battle Support option enabled in the Config Menu.

Equip - Allows characters to change their equipment in battle. Something cool you can do with this command is use a weapon or armor ability to cast Magic without using a Magic charge. Select Equip, press left, and then choose the equipment that can do this and it will cast the Magic. Simple.

Flee - The character that chooses this command will attempt to run away. If he succeeds, the whole party will escape. If he doesn't, well, you'll just have to try again.

STATUS AILMENTS

Name : Sleep
Effect : Affected character falls asleep and can no longer act.
Recovery : Chance of recovery during each turn in battle.

Name : Darkness
Effect : Affected character's Accuracy is reduced.
Recovery : The spell Lamp.

Name : Mute
Effect : Affected character can no longer use Magic.
Recovery : The spell Vox.

Name : Paralysis
Effect : Affected character can no longer act.
Recovery : Chance of recovery during each turn in battle.

Name : Poison
Effect : Gradually reduces the affected character's HP until cured.
Recovery : The spell Esuna; an Antidote.

Name : Stone
Effect : Character is petrified and cannot act until cured.
Recovery : The spell Stona; a Gold Needle.

Name : KO
Effect : Character is KO'd and cannot act until cured.
Recovery : The spell(s) Lifel and Life2; Revival at a Sanctuary.

TRANSPORTATION

Vehicle : Ship

Location : Pravoca

Limits : The ship can sail on any water but rivers or lakes. You can only get on or get off of the ship at ports which are usually close to cities or towns so it's not that bad.

Vehicle : Canoe

Location : Crescent Lake

Limits : The canoe can only travel on rivers or lakes. You can switch directly from the ship to the canoe to a river by entering a river with your ship.

Vehicle : Airship

Location : L. Desert

Limits : The airship can fly anywhere but it can only land on open plains. If you try to land somewhere else, the airship will take off again.

[Walkthrough]-----[_ff1_wa]--

PROLOGUE

A great darkness shrouded the world.

The wind died.

The seas raged.

The earth began to decay.

Only a prophecy kept hope alive in people's hearts:

"When darkness veils the world, four warriors shall come."

And after journeying far, four young warriors did at last appear.

In the hands of each rested a mysterious crystal...

CHAPTER 1: CORNERIA

Treasure: Mythril Knife, Saber, Crosier, Steel Plate, Iron Shield, Werebane, Rune Sword, Potion, Tent, Leather Cap, Gold Needle, NITRO POWDER, LUTE

When you start the game, you'll appear in front of a nameless, but otherwise huge town. You can figure out the name of the town by the title of this chapter. Forget the actual town for now and enter the castle in the center if you want some of the back story, or you can just enter the town to go on a shopping spree (skip ahead a little to get to the shopping). If you went into the castle, ignore the rooms to the left and right and just head up until you reach the stairs. On the next floor, head up again and enter the throne room to speak to the king.

He'll explain that the rogue knight, Garland, stole his daughter, Princess Sarah, and whisked her away to the ruined temple to the northwest. Ok, so he doesn't actually tell you where to find her, but I think you'll find the place easily; it's the only place you can really go outside of Corneria. After he's finished talking, head back outside and enter the town for... the shopping

spree. You'll need to get equipped for the trip to the temple because there are some MEAN monsters outside. If you've played this game before, you can probably ignore that, but beginners should suit up and do a little levelling to prepare themselves.

A funny story about me and this game is when I first started playing it, I bought a bunch of equipment and went off to search for the Princess. When I found the temple I was already pretty beat up, but I pressed on. When I found Garland, I healed myself and went into battle. After he's finished talking, head back outside and enter the town so you can get yourself some equipment for the (easy) battle with Garland. There isn't much you can do in this town except amuse yourself with the various quips from the townspeople, so time to shop. Head to the upper left side of Corneria to find the equipment and magic shops. The important magic is in CAPS, the other magic can wait.

WARRIOR : Rapier, Chain Mail
MONK : Nunchuku, Leather Armour
RED MAGE : Rapier, Chain Mail, CURE1, FIRE1, Blink
WHITE MAGE : Hammer, Shirt, CURE1, Dial, Blink
BLACK MAGE : Knife, Shirt, FIRE1, BOLT1, Sleep1

Unfortunately, if you have any mage in your party, you be able to get all that stuff for them, so don't worry about it. You should definitely get Cure1 for your White Mage, and either Fire1 or Bolt1 for your Black Mage. As for Red Mages... it depends on what you want and what classes you already have in your party. Either way, you're probably going to have to battle around Corneria for a while to gain both Gil and at least one level up. Now you should be ready to take on Garland. Walk to the Northwest until you see a ruined temple at the edge of the peninsula. It's not hard to find, it's the only thing of interest in the area.

FLOOR 1: Enter it and walk around the outer edge to get some treasure in two of the rooms. The other two rooms are locked, but don't worry about that right now. Once you've collected both treasures, head back to the entrance of the temple and go straight up past the pillars into the central room. Oops. Looks like you caught Garland at a bad time, so go and talk to him. Unfortunately, he doesn't want to knock you down anymore, but would rather kill you instead. =P Hey, don't look at me like that.

BOSS: Garland

This is an incredibly easy battle and you shouldn't have any problems. Warriors, Monks, Thieves, and Red Mages should attack. Red Mages should also heal the party when necessary if you bought Cure1 for him, otherwise he should just attack or use Fire1 or Bolt1 (if you bought him those spells). White Mages should heal when necessary, and attack if you want, but they won't do much damage. Black Mages should stick to using either Fire1 or Bolt1, and refrain from attacking at all. He should be dead quickly.

After you dispatch of Garland and you get your pile of experience and Gil, talk to Princess Sarah and you'll both be warped back to the throne room in Corneria Castle. The king will thank you and Princess Sarah will give you a VERY important item, the LUTE. Once you leave the castle, a bunch of Cornerian soldiers will rebuild the busted bridge North of the castle so you can cross it and continue your journey. As soon as you touch the bridge, some more text will pop up. "And so their journey began. As warrior of light, the four youths faced a staggering mission and a stormy destiny. The four crystals they carried remained a mystery to them... In ages past, those crystals had a radiant

dazzling light, the time for Heroes is at hand. Darkness must be banished again so the life and peace can illuminate the world once more".

CHAPTER 2: THE JOURNEY BEGINS

Treasure: Potion x2, Antidote, JOLT TONIC, SHIP

Once you cross the bridge into the wilderness, you'll encounter some new, more dangerous enemies, particularly the Ogre. A little further up, you'll reach a mountainous area that splits into two paths - North and East. If you go to the north, you'll find a cave at the edge of the peninsula. Enter it and talk to the broom inside, it'll give you an important tip, "Press Start and Circle". That will bring up a map of the over world along with the position of all the towns, caves or dungeons you've already visited. Go into the next room and speak to the rude old woman. It seems she's lost her CRYSTAL EYE, which gives her the ability to see because she's blind if you didn't figure it out already.

I guess she ran out of medical "herb" for her eyes, so none for you either! Haha. Ahem. There's nothing you can do for her right now so empty the chests on the left side of the room and exit the cave. Now head back down the peninsula to the mountainous section that splits off in the two different directions, but this time, go East to find the port town of Pravoca. This town is quite a bit larger than Corneria, so it warrants a short explanation - the armour shop is in the lower left corner and the magic and weapons shops are on the right side of Pravoca, along with the church, which you can use to revive any dead characters. You most likely won't be able to buy anything substantial due to the steep prices of equipment and magic around here.

Here's a table of good equipment and magic to get. Much like the stuff in Corneria, you won't be able to buy everything her as well, so just get (eventually) the stuff in CAPS for now, and get the other stuff when you have more Gil.

WARRIOR	: Broad Sword, Steel Plate, Leather Shield, Leather Gloves
MONK	: Nothing!
RED MAGE	: Broad Sword, ICE1, Leather Shield, Leather Gloves
WHITE MAGE	: Leather Shield, Leather Gloves, INVS1, NULBOLT, Silence
BLACK MAGE	: Leather Shield, Leather Gloves, ICE1, Slow1

Anyway, once you get a hold of some equipment and (hopefully) magic, stay at the inn to recharge or check out the church to revive any dead characters, you'll be ready for the battle ahead. Again, I hope that you levelled up a little since you've been here. So, when you're ready, go all the way to the upper left side of Pravoca and talk to the guy waiting there. For some reason, he'll want to battle you, and he'll find nine burly buddies of his to help him.

SUB-BOSS: Pirates x9

These guys are pretty wimpy by themselves, but as a group they can easily kill your equally wimpy mages, so watch out. Just attack with your Warriors, Monks, Thieves, and Red Mages, they should be able to kill a pirate with each of their attacks. Black Mages should continually use Bolt1 or Fire1, and your White Mages should just attack and use Cure1 if necessary.

After you've cleaned house, talk to the lead pirate again and he'll hand over his SHIP to you. At this point in the game, you can do several things, the

first of which should be to get some new equipment and some magic. Around this time, you'll probably come to the inevitable realization that you won't be able to buy the equipment necessary through the game with the Gil you get from fighting enemies, and it gets a lot worse from this point on. The only effective way to get Gil quickly is to use the Power Peninsula (outlined below)... or be nearly broke for a long time. Now, about the Power Peninsula. If you're up to it, the Power Peninsula can net you a lot of experience and a hell of a lot Gil.

To get there, head East until you see a port, then North until you reach a dead end. The top two squares here contain very powerful enemies: Winter Wolves, Hill Gigas, Trolls, and Necrotaurs. There's also the odd chance that you'll run into a group of Wyverns, but it's unlikely, plus they're relatively weak so you should be able to kill them. Still, you should be very careful because all of these enemies can hit hard, often too hard for your current level. Winter Wolves are susceptible to Fire and Fire2, but make sure you use NulIce beforehand or you'll quickly get owned by their Ice Storm attack. Fire and Fire2 also works well on Trolls, but you'd better get off some Invs1 and Blink spells before you start attacking.

Necrotaurs are weak against Fire and Fire2 as well as Dia spells. As usual, cast Invs1 and Blink for a few rounds, then let loose with your stock of spells. On the other hand, a group of Hill Gigas are a mixed bag. They give lots of experience and Gil, but they're very difficult to defeat at low levels. The only real way you're going to defeat Hill Gigas is to use Invs1 and Blink like crazy on a single character, then start hacking at their HP. If you manage to win any of these battles, you'll usually get between 500-900 experience and 2000-3000 Gil. Not bad, right? I though so, and you can keep coming back here until you reach level 15 or so, then most of the enemies will be easier to kill. Now it's time to head to Elfland.

CHAPTER 3: TROUBLE IN ELFLAND

Treasure: 330 Gil, 400 Gil, 295 Gil, 385 Gil, 620 Gil, 680 Gil, 1020 Gil, 450 Gil, 575 Gil, 575 Gil, Mythril Hammer, Bronze Gloves, Power Staff, Falchion, Steel Gloves, Cottage x2, Mythril Knife x2, Broadsword, Steel Plate, Copper Armlet, Silver Armlet, Tent, Helmet, Grand Helm, Wyrmslayer, Mythril Mail, Excalibur, MYSTIC KEY, CRYSTAL EYE, CROWN

The easiest way to get to Elfheim from Pravoca is to go West until you're back at Corneria's port, and then slightly to the South West until you see another port. Drop anchor then go south until you see Elfheim and the Elven Castle. Go to the Elven Castle first. The elves there will tell you that their prince has been sleeping ever since the dark elf, Astos (heh), raided the castle and put him into his current condition. Exit the castle and head into the town. You might not have enough Gil at this point to buy much, so head back to the Power Peninsula whenever you run out.

WARRIOR : Mythril Sword, Helmet, Iron Shield
MONK : Nothing!
RED MAGE : Mythril Sword, Helmet, Iron Shield, CURE2, FIRE2, BOLT2
WHITE MAGE : Copper Armlet, Leather Cap, CURE2, DIA2, NulFire
BLACK MAGE : Copper Armlet, Leather Cap, FIRE2, BOLT2, Bind

It's going to take a hell of a lot of Gil before you'll be able to outfit your party entirely, so you'll be at it for awhile. Also, don't bother with level 4 magic right now, most of it sucks. Once you've fully equipped your party, head west then north-west through the mountains and past the forest until you're at

a river. Follow the river west and you should see a small opening where the river ends. Now make your way north until you reach the Western Keep. Poke around, you should find the door into a throne room where the lone king sits.

He'll ask you to find his crown, and then direct you to the Marsh Cave, which is located at the South Western part of the continent. Leave the castle and make your way south. At the southern edge of the continent, there'll be a hole in the ground. Yup, that's the Marsh Cave. Before you enter, make sure you have a good amount of antidotes and potions because you'll probably need them here.

FLOOR 1: From your current vantage point (at the CARROT ^ sign) you can go in two directions, up or down. Head up first and make your way around the winding path until you reach the stairs (indicated by the CAPITAL V).

FLOOR 1: Once you've returned from FLOOR 2a, head all the way down (ignore the other path leading up, a little ways past the stairs leading the surface) and you'll see another room at the very bottom. Enter it and go down the stairs inside (indicated by the CAPITAL V).

FLOOR 2a - There's quite a bit of treasure here on this floor, so be sure to grab it all. Look in all of the rooms here for the treasure, then go back to the previous floor.

FLOOR 1: Walk all the way down to the stairs.

FLOOR 2b - Another fairly large floor with lots of pillars and other rooms. Again, there's plenty of treasure here, grab it, head down to the bottom of the floor, then follow the wall to the right until you reach the room that will lead to the next floor.

FLOOR 3 - Unlike the other floors, this one is very large with lots of rooms and treasure, but the room you're looking for (the one with the CROWN) is one room to the right, and two rooms down. The square in front of the chest that holds the CROWN is spiked, so you'll have to fight some rather annoying enemies.

SUB-BOSS: Piscodemon 2x-4x

They have low HP, but you should defeat them quickly because they can pack quite a punch. Warriors, Monks, and Thieves should all attack. Black Mages and Red Mages should use their Bolt2 charges. White Mages should just Cure when necessary. They should be fairly simple to kill.

After you kill all of them, grab the CROWN and get the heck out of there. When you get out of the Marsh Cave, you can either go back to Elfheim and stay at the Inn to recharge, or head straight to the Western Keep if you think you're strong enough to do so. Once you're inside the keep, go and talk to the lone king again. Oops. It looks like the king was actually the dark elf, Astos... like that was unexpected. Well, you'll have to fight him now... (Pssh, he's a piece of cake, don't worry about it)

BOSS: Astos

He doesn't have much HP but you should kill him quickly because of his various spells, including Reaper, the instant-death spell (patent pending). Black Mages should cast Ice1, Ice2, or even Fire2 if you have it. White Mages should cast NulIce and NulFire and then cast a few Invs1 spells to protect your party. Red

Mages should use Fire2 or Bolt2 or just attack. Whichever you prefer. Warriors, Monk, and Thieves should attack.

After he's gone, he'll leave behind the CRYSTAL EYE. I bet you know who needs that, so go take it to her. When you do, she'll be so happy that she'll give you a special item, the JOLT TONIC, which just happens to be what the Elf people need to revive their prince. I guess she used up all her HERB in a previous adventure... Heh. Anyway. Once she's finished though, she'll be back to her old bitchy self, so ignore her and take the JOLT TONIC back to the Elven Castle and talk to the prince. He'll awaken and give you the MYSTIC KEY, which will open all of those stupid "You need the MYSTIC KEY" doors. Head back to Corneria Castle and open the locked door here to find a chest. Open it for the TNT, which you'll need soon.

After you're done, get back on your ship and head to Corneria's port, then follow the coastline to the north-west until you reach another port. Walk to the South West on foot and you'll find a cave. Inside is the dwarves' haven, Mt. Duergar. You can find some treasure in here but you should go to the left then down until you get to a dead end. A dwarf is specifically looking for TNT, so give it to him and he'll blow a hole in the wall which will then cause the narrow section of land separating the two bodies of water to collapse into the sea. When you get to that point you'll see that it leads to an whole new area. Head to the West on your ship and you'll see Melmond and a port nearby.

CHAPTER 4: VAMPIRE HUNTING

Treasure: 330 Gil, 575 Gil, 880 Gil, 1250 Gil, 1520 Gil, 795 Gil, 1020 Gil, 450 Gil, 1455 Gil, 1975 Gil, 3400 Gil, 620 Gil, 3400 Gil, 5000 Gil, 5450 Gil, Potion x2, Antidote, Sleeping Bag, Tent x2, Staff, Coral Sword, Leather Shield, Mythril Shield, Great Axe, Mythril Helm, EARTH ROD, STAR RUBY

When you first enter Melmond, you'll quickly see that something is wrong here. The ground is withered and several of the buildings are destroyed, including the church. The villagers aren't happy campers either. If you ask around they will say that a vampire is causing all the trouble, so they'll ask you to take care of him. However, before you do that, you should level up a little and upgrade your equipment. Most of the equipment and magic here is expensive, but it's generally worth it, except for the Knight's Armour. Don't bother with it unless money is no object and you don't mind that it sharply reduces your Speed stat.

Once again, the power Peninsula is a good place to raise the cash to get new equipment and it never hurts to level up. Once you're ready, walk South along the coastline until you reach a narrow strip of land, otherwise known as an isthmus, that connects to a large mountainous area. Continue South along the coast and you should see a narrow path leading to the East. Follow it and you'll find the Terra Cave. Make sure you have lots of Potions and some Antidotes while you're in here. This place can be tough and there are several major bosses here.

FLOOR 1: There isn't much of anything of interest on this floor. There's some treasure if you go to the north and the south-east of the entrance stairs. The stairs that lead to floor 2 are to the east. And don't go to the west of the stairs back to the surface, it leads into the hall of giants, where you'll run into battles with Ogre monsters every step or so until you're near the stairs again. But, then again, it's good for level gaining.

FLOOR 2: Floor 2 is a mess of corridors and small-interconnected chambers. There's some more treasure if you go to the very bottom, and the top-right corner of the floor. The stairs to floor 3 are in the bottom right side of the floor.

FLOOR 3: Head to the left and you'll eventually see a small room with some treasure. Exit the room and continue up, then to the left and down again for some more treasure. Now go back up and continue left, you'll see some more rooms along the way. After you plunder the treasures in the rooms, head down and follow the path until you come to another room. Enter it and you'll see the supposed culprit of the earth rot - the Vampire! (dun, dun, dun...). Unfortunately, he's a push over (too much time in the Terra Cave, I think).

SUB-BOSS: Vampire

The vampire is easy to kill. Warriors and Monks should attack, Black Mages and Red Mages should use Fire2 and Fire3, or Bolt2 if you have it. White Mages should use up their stock of Dia1 and Dia2, as well as provide Cure2 to those who need it. He'll go down well before he actually puts up a fight.

Check the treasure chest to the left for the STAR RUBY. Now head back the surface and go to the Titan's Cave. Make your way around then give the STAR RUBY to the titan. He'll eat it and then move out of the way. Now that you can past, don't go up the stairs right away, instead head down and grab the chests there. After that, head up the stairs and make your way around the mountains until you get to the Sage's Cave. Enter it. Ignore the first door and enter the second one to meet Sarda. Talk to him and he'll give you the Earth Rod, so you can go deeper into the Terra Cave and meet the true boss of the Terra Cave.

FLOOR 3: Once you've made it back to where you fought the Vampire, go through the door to the right and follow the path around until you reach a tablet. Use the Earth Rod on the tablet and another staircase will appear.

FLOOR 4: Now you're entering the depths of the Terra Cave, drawing closer to the true source of the earth rot. Much like floor 2, this floor is a smattering of corridors and connected chambers, not like this means much anyway. Head up and then left to get some treasure. Now do some backtracking to the first path that leads to the left. Once you're able to make your way around, you'll find another small room with treasure in the lower left corner of the floor. The stairs to floor 5 are in the upper left corner of the floor.

FLOOR 5: This is it! The final floor before the true boss, the first of four fiends. And it's also easy to navigate. Head left until you reach a path that leads up and follow it all the way. Now all you have to do is follow the path around until you reach another room. Enter and you'll find an orb sitting in front of you. Touch it and Lich will attack you!

BOSS: Lich

Lich can take a good beating and give out one just the same, so the first thing you should do is defend yourself or you'll quickly find that out that he'll pummel you into oblivion. After that, you can go on the offensive. Another annoying "feature" of these fiends is their very high strength, which can easily take out your weak characters in a snap. The obvious way to circumvent this problem is by having your White Mages continually cast Blink and Inv2, or Inv2 (if you have it, or more likely, if you can afford it) until Lich starts consistently missing your characters. However, Lich isn't all about strength,

he has several semi-powerful spells that can wear away your HP.

Black Mages should weaken him with Slow, Slow2, Silence, and Bind (I think I got this to work), then strengthen the party with Steel and Haste, White Mages should heal the other characters and themselves when necessary, then start casting Dia2, which will do quite a bit of damage. Warriors and Monks should just attack, which is all they can do anyway... Red Mages should mimic the Black Mages and start their Fire spells at Lich, Healing the party when necessary, and attacking. This battle isn't hard, and it's pretty doubtful that any of your characters will die if you cast Blink and Invs1 enough times... and that's about it. It's more likely that you'll completely wipe the floor with him, and then you can move on. Heh.

After you kill Lich, enter the warp to get sent back to the surface. Woo hoo, the first fiend is gone, but this is only the beginning...

CHAPTER 5: MEETING AT CRESCENT LAKE

Treasure: 10 Gil, 155 Gil, 750 Gil, 795 Gil, 880 Gil, 1250 Gil, 1455 Gil, 1520 Gil, 1520 Gil, 1760 Gil, 1760 Gil, 1975 Gil, 2000 Gil, 2750 Gil, 4150 Gil, 7340 Gil, Potion x2, Antidote x2, Gold Needle, Tent, Cottage, Staff, Claymore, Mythril Axe, Ice Brand, Mythril Helm x2, Flame Mail, Mythril Shield, Flame Shield, Mythril Gloves, CANOE

Crescent Lake has a new selection of weapons and armour, as well as level 6 magic for your White, Black, and Red Mages. It's expensive, but you should check them out anyway. After you're done outfitting your characters, go past the Black Magic shop and follow the path through the forest until you reach a group of sages. Talk to them and they'll tell you some important stuff about the remaining three fiends. Most of the other sages will tell you the same stuff over and over again, but one of them will give you the CANOE, which you'll need to get to Mt. Gulg.

Exit the town, bust out your newly acquired CANOE and up the river. There are several annoying enemies you can encounter here, I would suggest you run away from most of them unless you have a cabin on hand so you can refill your magic charges. Either way, if you choose to attack them, do it with your Ice or Bolt spells. Jump into your CANOE and head left until the river branches off to the north, follow it up. Take a right at the next branch and continue up, then take a left at the next branch. Continue up and take a final left at the branch. Now all you have to do is follow the river and you'll near Mt. Gulg. Cross the river with your CANOE and use a tent or a cabin if you used some magic beforehand.

FLOOR 1: The first floor is just a very large circular room with lava practically everywhere, save the few little dots of safe ground here and there. There's no treasure here, and more importantly, no enemies that will give you any real trouble. The obvious path to the next floor would take you down around the bottom, then back to the top around the left side of the floor. An easier choice might be to just cross the lava field to the left of the entrance to Mt. Gulg. You'll take some damage but generally no more than you would if you took the first path.

FLOOR 2: Floor 2 is, in a nutshell, a long corridor connected to a very large room which coincidentally has a large cache of treasure, but almost all of it is guarded by some rather annoying enemies, one of them are Pyros, and the other are Pyrolisks. Pyros are tough, but weak against Ice spells, so use them and

they'll die rather quickly. Pyrolisks are nothing without a group as they are "pack hunters" so to speak. They are pretty weak but they can use the instant-kill spell Glance, often, and when you're dealing with a group of Pyrolisks, this means trouble. Use a strong spell that can hit multiple targets to get rid of them easily. Once you've collected the treasure, the stairs to floor 3 are at the far end of the aforementioned corridor, which you can reach via the two doors near the far bottom left corner of the large room.

FLOOR 3a: Ho, hum... just another inane floor checkered with lava patches. There's no treasure here, just head to the right and you eventually see the stairs to floor 4. The path to the left of the stairs leading back to floor 2 is a dead end, so don't bother.

FLOOR 4a: There are actually two different and separate sections here. This is one of the first floors to have this feature so you'll hopefully won't be confused when I refer to the floors as "floor 4a" or "floor 4b". You'll appear in a wide lava field with occasional "islands" of safe ground to step on. There are no chests here so just hotfoot it to each island and you should see some stairs at the bottom right side of the floor that head back up.

FLOOR 3b: This floor is a lot like the floor 3a, except that the entire floor is broken into a series of small rooms and some long corridors with wide lava pools. There's nothing here that you haven't dealt with before, so walk (or run) left past two of the rooms, then go all the way down, then go all the way to the left again. Stairs that go back down? Yes!

FLOOR 4b: Unlike most the other floors here, this one has lots of treasure, including the vaunted Ice Brand. If you don't like the stupid sound it makes (it almost sounds like it's going to break every time you use it), that's too bad! It's the strongest sword you'll have for quite awhile. Ahem. The stairs to floor 5 are at the very bottom. It shouldn't be very hard to find.

FLOOR 5: Well, you're finally near the fiend of fire. Scared? Pssh. Don't worry about it. There's a choice of direction here. Actually eight directions but the two of interest are the South West path and the West path. Head down the West path first for a nice piece of equipment. Once you've collected the contents of the chest, walk down the other path to find the orb. Touch it.

BOSS: Marilith

Marilith has strong physical attacks that can do more than 100 damage to a Warrior and well over 200 to a White Mage or Black Mage. In addition to that, she has several mid-range spells that can wear you down easily. The first thing you should do in this battle is cast Mute to stop her spells, or just NulFire and NulBolt to lessen the amount of damage caused by her spells. After that, your White Mages should cast Blink, Shld2, Invs1/Invs2 until Kary, I mean, Marilith can't hit you anymore. Haste your physical attackers and let them go to work.

As for your Black Mages, they are out of luck. Marilith has a good resistance to all of his spells, even ice, which you would think she would be weak against. Just use up your strong offensive spells like Ice2, Bolt3 (if you have it), and Bind, which will work well if she continues to pound on your mages. Curiously, Fire3 actually does some damage to Marilith. Heh. Your physical attackers will be doing much of the damage here so just use your Mages as backup. After all of that, she should bite the dust soon.

Touch the crystal again and then enter the warp to get sent to the surface.

CHAPTER 6: THE TRIALS

Treasure: 10 Gil, 160 Gil, 180 Gil, 500 Gil, 575 Gil, 1455 Gil, 1455 Gil, 1520 Gil, 2000 Gil, 2750 Gil, 2750 Gil, 5000 Gil, 5454 Gil, 7340 Gil, 7900 Gil, 9500 Gil, 9500 Gil, 9900 Gil, 10000 Gil, 12350 Gil, Cottage x2, Tent, Gold Needle, Flame Sword, Shirt, Ice Armor, Ice Shield, Mythril Gloves, Healing Staff, Ice Brand, Steel Gloves, Gauntlets, Ruby Armband, LEVISTONE, RAT'S TAIL

Well, you have a choice of things to do... you can go to the Ice Cavern to get the LEVISTONE, which you'll need to find the remaining two fiends, or you can head to the Citadel of Trials, which has some good equipment and allows you to get the class upgrade! Well, not really, but it's a good place to go. I would recommend you go to the Citadel of Trials first, simply because it's much easier, and you can get the aforementioned goodies while you're there. Take your ship to the northwest corner of the north-eastern continent. If you look around with your ship, you'll find a small river, go down it with your canoe, then walk south until you see a castle. Use a tent then enter.

FLOOR 1: Walk up and the old man blocking the path through the pillars will ask for the CROWN. Once you show him the CROWN, he'll disappear, so continue up and enter the small throne room to the left. It's a dead end, right? Of course not. Sit on the throne and you'll get transported to the next floor.

FLOOR 2: This floor is pretty confusing. First, exit the room and enter the teleporter in the lower corner of the adjoining room. Next, enter each of the next three teleporters until you end up in another room with another teleporter and a door. Don't enter that teleporter, instead, exit the room, and enter the teleporter near the door in the corridor. In the next room, enter the teleporter on the right side of the room. After that, walk to the left, then up, but ignore all the teleporters for now. Instead, continue up and get the chest in the room in the corner. Now, walk down and enter the first teleporter you came across when you first warped to this area.

FLOOR 3: Go up and enter the room, then head to the right and grab the chests at the dead-end. Now, head all the way to the left, and follow the path around until you reach another group of chests, you'll find the RAT'S TAIL in one of them. After that, head towards the throne, but like almost every other important spot in this game, you'll run into another spiked square, with a fortunately easy sub-boss. Yay!

SUB-BOSS: Dragon Zombie

I guess this guy can be considered a sub-boss, but he's REALLY easy compared to the others. Warriors and Monks should attack, Red Mages should and Black Mages should use Fire2, and White Mages should use Dia2 and Cure2 when necessary. He'll go down for the count in one or two rounds.

Sit on the throne in front of you to get warped outside. Time to head to the Ice Cavern, the second and most dangerous stop in this chapter, and trust me this place is dangerous... so you should take the time to get any weapons, armour, and magic you missed. When you're ready, jump in your ship and head near the north-eastern edge of the southern continent. There should be a sheltered bay a little to the south of where you are, go to it then enter the river system. Follow the river around and you should be at the Ice Cavern soon. It's up to you, but I would strongly recommend that you use a tent or even

better, a cabin before you enter.

FLOOR 1: Notice the lively music? It's the same as Mt. Duergar, but it seems weird to me why they would use it in such a deadly area (cave, dungeon, whatever...). The first floor is extremely linear, so you shouldn't have any problem finding the stairs to floor 2, and you can't get through the rubble to the other side of the stairs, so don't bother.

FLOOR 2a: Yawn. Despite the two different paths, this floor is still very linear because both paths lead to the same place - the stairs at the lower left side of the floor.

FLOOR 3b: Here's a very tiny room. Just take the stairs up.

FLOOR 2b: Go down and enter the room at the bottom. The LEVISTONE is in this room, but it's unreachable from your current position. Grab both treasures here, but make sure you don't step on any of the cracks. After you've collected the contents, step on any crack on the floor...

FLOOR 3a: You'll run into the big, bad White Dragon here, but he's really a pushover. They should be able to kill it within one or two rounds. Now on with the show. The area beyond the initial room you drop into is very large, and filled with treasure. There's also enemies of course, but the only two you really have to worry about are Sorcerers, Dark Wizards, and White Dragons. Of the three, Sorcerers and Dark Wizards, are the worst of the worst, so either run from them or kill them quickly with your strongest spells.

Now, walk to the left across the spikes, follow the path, and enter the room at the end. Woo hoo, treasure, but there'll be another spiked square in front of the chest containing the Cloth (a sort of bad joke from the guys at Square). It's another White Dragon, deal with it the way you did the last time. After you've collected the treasure, backtrack to the door of the first room on this floor, then head all the way down. Go down the left path when you reach the point where the path splits, and grab the treasure in the room at the bottom. Now, go back up and to the right and you'll find the stairs to the next floor.

FLOOR 1: Wee, you're back on floor 1, but this time on the other side of the rubble. Time to grab the treasure in each of the rooms, but DON'T walk onto the crack in the second room until you get all the treasure. When you're ready, step on the crack and break your back... or end up back on floor 2b, where the LEVISTONE is.

FLOOR 2b: You'll be right beside the LEVISTONE now, but when you step on the square next to it, you'll run into another enemy.

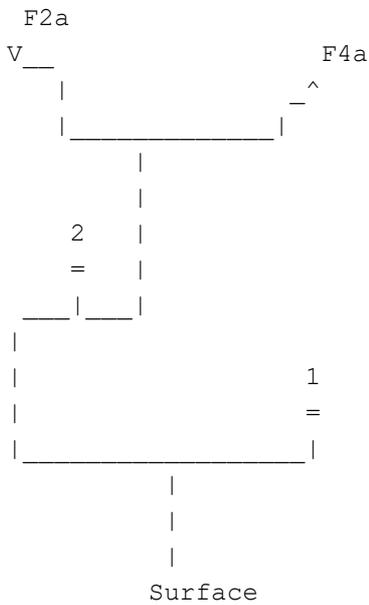
SUB-BOSS: Evil Eye

The Evil Eye has some pretty nasty spells, mostly of the instant-kill variety. Warriors and Monks should attack. Black Mages and Red Mages should use Fire3 and Bolt3. White Mages should use Dia2 or Cure2 when necessary. It shouldn't last any long than one round to finish.

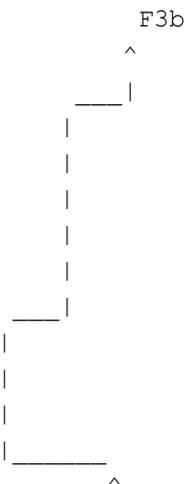
After you win, you'll be able to take the LEVISTONE. Note that the LEVISTONE was originally called the FLOATER. I could make a truly tasteless joke here but I'll restrain myself. Heh. Walk around, and you'll probably fall through the floor back to floor 3a. Make your way back to the stairs, and you'll be back outside.

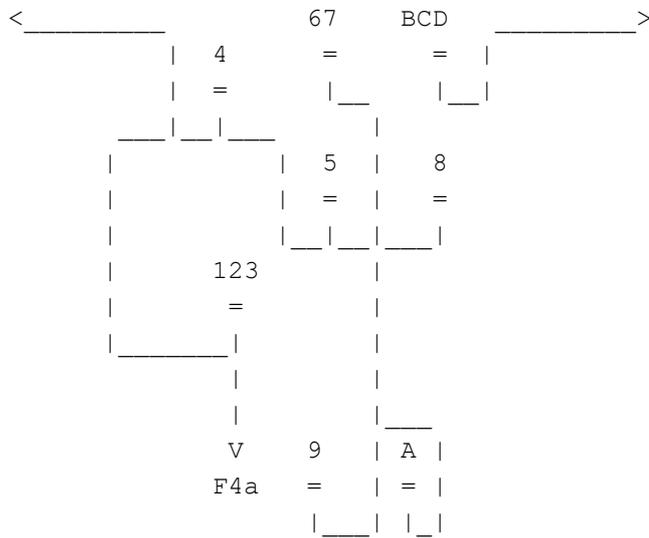
the fairy will appear, and then fly off. Now go back to your airship and head to Gaia again. Once you're there, go to the corner of the town and follow the path around until you reach a small lake. If you end up back on the world map, you've gone too far =P. Talk to the fairy and it'll thank you for freeing it. It'll go to the bottom of the lake and get you some OXYALE, which you'll need to get to the third fiend.

Now, go all the way back to the North Western continent and then walk to the North East along the coastline to find Onlak. Some of the people here are weird, as they act as if they're surprised that you have legs. You'll eventually see why they're like that. It might be best if you use the inn to save your game since this is the closest spot to the Sunken Shrine. When you're ready, go to the South Eastern corner and talk to the woman there. She'll give a short, rather cryptic message, and then disappear. Jump into the barrel and you'll be on your way to the Sunken Shrine. Note that you actually start on the third floor of the Sunken Shrine.



FLOOR 3a: Go up past the pillars until you reach a crossroad, head to the right from here and grab the treasure in the first room. Now go all the way to the left, then up and get the treasure in the second room. After this, you have a choice: you can either head straight to the third fiend, Kraken, by going to the upper-left corner of the room and taking the stairs down, or getting all the goodies by going to the upper-right corner of the floor and taking the stairs up. I suggest you go straight for Kraken so you get him out of your way, then clear out the treasure on the upper levels.





FLOOR 5: There's tons of treasure here, along with the mermaids the people in Onrak were talking about. Hmmmm. So I guess the woman guarding the barrel in the beginning was a mermaid at one point. Grab everything and then top left corner and walk to the left. You'll wrap around to other side where there's one last room. Enter it and grab the treasure, which includes the ROSETTA STONE, and then backtrack all the way to the barrel to get to Onrak again.

Now that you're back on the surface, the question remains, what do you with the ROSETTA STONE. Well, I would sell it, but that would defeat the purpose of the Light Warriors since it's an important item to the plot of the game. Then, the fiends would continue to dominate the world. Ahhh!! Ahem. Anyway. Do the next best thing, take it to Dr. Unne in Melmond. That pompous ass surely knows what to do with it, and he does! He'll teach out the Lufenian language, which you can use right away by going to Lufenia. Fly to North Eastern continent.

CHAPTER 8: INTO THE SKY

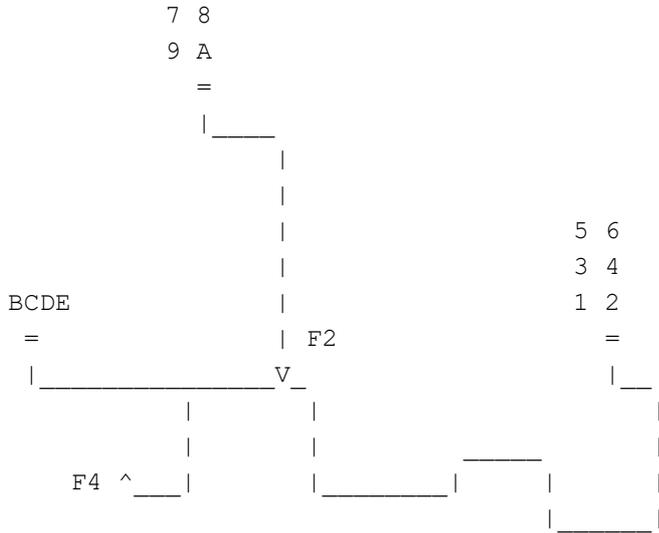
Treasure: 180 Gil, 800 Gil, 880 Gil, 2750 Gil, 3400 Gil, 3400 Gil, 4150 Gil, 4150 Gil, 5000 Gil, 5450 Gil, 6400 Gil, 6720 Gil, 7600 Gil, 7900 Gil, 7900 Gil, 8135 Gil, 8135 Gil, 9000 Gil, 9500 Gil, 9900 Gil, 10000 Gil, 12350 Gil, 13000 Gil, 13000 Gil, 18010 Gil, 18010 Gil, Tent, Potion x2, Gold Needle x2, Cottage, Thor's Hammer, Vorpal Sword, Sunblade, Healing Helm x2, Dragon Mail, Aegis Shield, Venom Blade, Sasuke, Ribbon, Mythril Helm, Shirt, Protect Cloak, Black Robe, White Robe, Diamond Shield, Diamond Gloves, Protect Ring x2, BELL, ADAMANTITE

You won't be able to land anywhere near Lufenia because of the swamp and forest in the area. The only place to land is a small square North of Lufenia near Gaia. Land at that spot then make your way down to Lufenia. You can buy some more level 8 magic here, but the best stuff is "hidden" in somewhere in town but it isn't much of a secret if you look around. Walk to the top-right corner of Lufenia and then head off to the right to find it. Buy both Flare and Life2. They may cost an arm and leg (60,000 Gil each!) but they will be worth it for the road ahead. Now, after that's taken care off, walk back to the town proper and talk to the guy near the bottom-right corner for the BELL, which you'll need to enter the Mirage Tower.

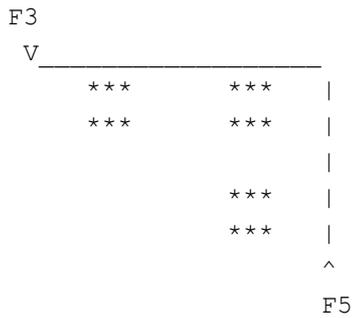
Walk back to the airship and then land on the grass pretty much directly South, near the Yahnikurm Desert entrance. There's a well known spot you can land that will leave you much close to the Mirage Tower but it's a little hard to find. Basically go South-West with your airship and look for a tiny patch of land



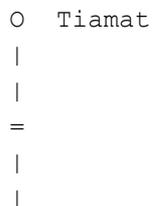
FLOOR 2 (Fortress): Head down and into each of the different paths for some treasure. Be sure to get the ADAMANTITE here. Once you've collected all of the treasure, find the warp at the southern-most point (6 o'clock) to continue on. If you want, you can exit the Flying Fortress and then go back to Mt. Duergar and get the ADAMANTITE forged into the Excalibur sword.



FLOOR 3 (Fortress): The warp to floor 4 is just to your left and then down. There's also a bunch of treasure to the far right after you go through a needlessly tedious mini maze to get the items there. There's more treasure to be had if you go up and directly left from the floor 2 warp. If you look through the large window near the floor 2 warp, you'll find out where to go once you defeat this fiend.



FLOOR 4 (Fortress): The whole of floor 4 is a maze of sorts. If you start walking you'll notice you don't run into any dead ends, it just keeps going and going and going... that's because the top and the bottom, and the left and the right boundaries of the floor wrap around to each other respectively. To find the warp to floor 5 the easy way, go left past two of the windows, and then down twice until you see it.



FLOOR 5 (Fortress): Just head up until you get to Tiamat. Don't mess around here because there's a (slight) chance you'll run into a Warmech... and if you do, you'll probably get your ass handed to you. Anyway. You should give the Excalibur sword and the Giant's Glove to your strongest attacker. This will even the odds a lot. Prepare yourself and then touch to orb.

BOSS: Tiamat

She's TOUGH if you're not prepared. The first thing you should have your White Wizard do is to just have him cast Blink, Shld2, Invs1/Invs2, NulAll on all of your party. Keep stacking those spells on your guys until your White Wizards gets low/runs out of charges at those magic levels. By then, Tiamat should be having a hard time hitting you. Of course, you should Heal any Knight, Ninja, Red Wizard before their HP falls below half of max, and any of the rest before their HP falls anywhere between half and three-quarters of max. Seriously. Tiamat can and often will hit like a ton of bricks and can knock out or seriously damage most characters rather easily (depending on your levels).

Have your Black Wizards and Red Wizards start powering the rest of the party but the Knight with the Excalibur should get priority to Haste and the other stat-boosting spells. Once that's done, they should focus on attacking Tiamat. Start with Flare. That should do some decent damage while it lasts. After that you're out of luck, as rest of your damaging spells won't do too much damage, so just have your Black Wizards and Red Wizards cast their strongest non-Flare spells. Also, don't bother with status effect spells. They won't work as far as I know. An alternate strategy would be to have your Black Wizard cast Break, either one after another, or alternate with damaging spells. Either way, it will take some time for Break to actually connect and kill Tiamat.

The Venom Sword would be a better choice since you can use it any number of times and it will usually work faster.

Your Masters and Ninjas should just attack. Knights will have the ability to use low level White Magic so you should cast a few Blink spells on them just for the sake of redundancy and then have them attack. Red Wizards should start by protecting and powering up the rest of your party first, and then attack, or use spells. Whichever one works best.

It will take awhile but you'll eventually kill Tiamat. She has some strong spells herself as well as a bitchin' physical attack. The NulAll should take care of the elemental spells she casts like Thunderstorm and most of everything else, but watch out for Toxin. It might kill one your guys but as long as you have Ribbons you should be okay.

Walk up to the crystal and shine that sucker up. After it gets its glow back, head into the teleporter to get warped outside. Now what are you supposed to do, you ask? Simple. Go back to the Temple of Chaos, where you first fought Garland, the pathetically easy, not-really-fit-to-be-a-bad-guy knight, if you

were paying attention... but first, you should do some stuff to prepare yourself for the gauntlet that is the Temple of Chaos. First off.

- Level up some more if you're not in the late twenties. A good level to shoot for is level 29 or thereabouts, a little more if you're uncomfortable. Level 40+ is an overkill, and no fun at all.

Secondly, you should check for the following items.

- ADAMANTITE from the Flying Fortress. Take it to the blacksmith at Mt. Duergar to have him forge it into the Excalibur, the second-most powerful sword in the game. However, only Knights can equip it.
- Four Protect Rings from Gaia. These will help greatly in not getting you killed from auto-kill spells.
- Three Ribbons from various places. You'll NEED these, so don't forget them when you enter the Temple of Chaos.
- The Healing Staff, and the Healing Helm. These help again, but aren't totally necessary, they just help ease the burden of using Potions.
- 99 Potions and Antidotes for obvious reasons.
- Any other weapon, armor, or spell you may have missed in the dungeons, especially Flare, Holy, NulAll, and Warp2. The first three spells are just useful spells but the Warp2 spell is critical. If anything happens to go seriously wrong, you can use this spell to exit the dungeon.

CHAPTER 9: THE FINAL RUN

Treasure: Masamune, Protect Ring, Sasuke, Protect Cloak, 45000 Gil, 65000 Gil, 26000 Gil

When you're ready, take the airship to the Temple of Chaos and save outside the entrance. Enter it.

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FLOOR 1: Head into the center room and touch the black orb inside, which will then disappear. As soon as you step there, you'll get transported 2000 years into the past.

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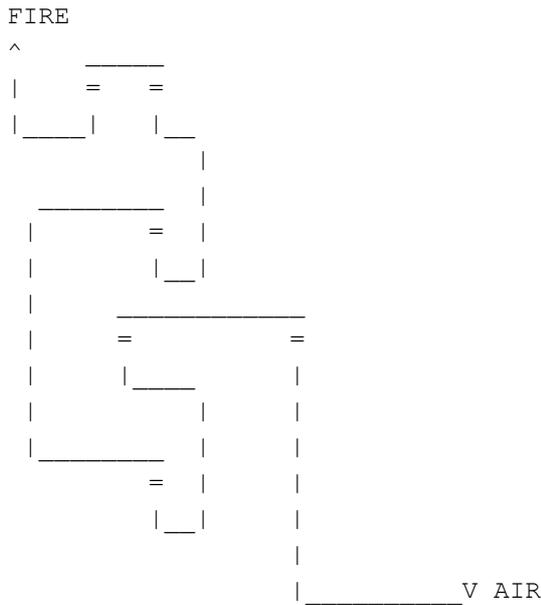
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more treasure here but you probably don't need it so head back up and find the stairs. Marilith will attack you before you can head down them.

BOSS: Marilith 2

She's a little tougher than the last time you fought her but this battle is still simple. First off, have your White Wizard cast NulFire, and then beat the crap out of her. You don't really need to cast too many spells but it's up to you.

Two fiends down and now there are two left. Unfortunately, the last two are much tougher since you fought them fairly recently. Down the stairs we go...



WATER FLOOR: This floor is very annoying. It's basically just a bunch of rooms connected to one another. Head into the room beside the stairs, and then down past the pillars into the next room. From here you can just follow the path around until you reach these weird tablets, at which point you should go down again and through the door. Head to the bottom right corner to find the stairs and Kraken waiting for you.

BOSS: Kraken 2

Well, he's still one of the most resilient bastards in this game but you can probably finish him off easier than the previous time. Keep your various Wizard's HP up and cast some Shld2, Blink, and Invs1/Invs2 spells to fend off his physical attacks. Power up your characters and then pound on him until he dies. The spell Break still works but I would still recommend the Venom Sword if you want to go that route.

Head to the right and down the stairs to the almost final floor, yup, the air floor, where Tiamat inevitably awaits...



future. Heh. Lets get this over with...

BOSS: Chaos

This space was intentionally left empty.

Just Kidding.

Well, here's some good news for those people who endured the original game back in the day. He can't use that cheap spell CRACK anymore, thus reducing his lameness factor by approximately 400%. He also may or may not still use Cure4 but I suspect that he doesn't and it really doesn't change much of anything about this battle. I don't know myself since I've killed him before he could use it, which was round 7 or 8 in the original game.

Well, the game is finished so congrats to that. Enjoy the ending but don't expect much. Notice how Square didn't even bother to make a better ending, they just tacked the same old text based crap the original game had at the end.

EPILOGUE

The time loop was served at last.

The battle spanning 2000 years came to an end, and peace prevailed.

The light of the four crystals revived the wind, water, earth, and fire.

It all began with a trivial misunderstanding, but it was enough to open Garland's heart of darkness.

His hatred swelled with the four forces of nature, and from it were born the four fiends of chaos.

Evil swallowed the world, plunging it into darkness.

But that is now part of the stuff of legends. Thanks to the courage and strength of the four warriors.

The warriors will travel in time once more. The world to which they will be restored to it's nature state.

Princess Sarah, Queen Jane, and even Garland will be there, oblivious to what happened in that time twisted dimension.

But when did it all happen?

The source of chaos lay in a strand of time looped around to connect 2000 years.

Four warriors were chosen by the very same forces that had plunged the world into darkness.

These four forces were the key to banishing the darkness as well.

And when everything was over... the memories of the four warriors' journey to the past was destined to be lost forever.

But their deeds will survive in people's hearts as legend. The tales will be passed down for generations to come.

Dwarves and Elves, Dragons, and people who reach for the stars - all will cherish the tales.

The warriors are returning. Travelling back from the world 2000 years past.

With the memory of their journey buried deep within their hearts, they will carry on their lives and watch over the world.

Never forget... the light of this world must always be guided in the right direction. If it goes astray, darkness will come again.

A crystal shines within every heart.

A crystal gleams within your heart, too... for you are the one who fought the battle spanning 2000 years.

May the world be blessed with light for eternity.

[Appendices]-----[_ff1_ap]--

BESTIARY

LETTER A

Name		Aeros
HP		358
Gil		807
Exp		1614
Atk		53
Def		4
MDef		130
Resists		Quake, Death, Confusion, Paralysis
Weakness		None

Name		Anaconda
HP		80
Gil		50
Exp		165
Atk		22
Def		10
MDef		56
Resists		None
Weakness		None

Name		ASTOS
HP		168
Gil		2000
Exp		2250
Atk		26
Def		40
MDef		170

Resists | None
Weakness | Silence

Name | Aquos
HP | 300
Gil | 800
Exp | 1962
Atk | 69
Def | 20
MDef | 130
Resists | Quake, Fire, Death, Confusion, Paralysis
Weakness | Ice

LETTER B

Name | Basilisk
HP | 196
Gil | 658
Exp | 1977
Atk | 30
Def | 20
MDef | 91
Resists | None
Weakness | None

Name | Black Widow
HP | 28
Gil | 8
Exp | 30
Atk | 10
Def | 0
MDef | 28
Resists | None
Weakness | None

Name | Bloodbones
HP | 144
Gil | 378
Exp | 378
Atk | 26
Def | 12
MDef | 76
Resists | Ice, Death, Confusion, Paralysis
Weakness | Fire, Dia

Name | Blue Dragon
HP | 454
Gil | 2000
Exp | 3274
Atk | 92
Def | 20
MDef | 200
Resists | Quake, Bolt
Weakness | None

LETTER C

Name | Centipede

HP		222
Gil		300
Exp		1194
Atk		39
Def		20
MDef		116
Resists		None
Weakness		None

Name		CHAOS
HP		4000
Gil		0
Exp		0
Atk		100
Def		100
MDef		200
Resists		Every damn spell in the game
Weakness		None

Name		Chimera
HP		300
Gil		2500
Exp		2064
Atk		30
Def		20
MDef		130
Resists		Quake, Fire
Weakness		Ice

Name		Crawler
HP		84
Gil		200
Exp		186
Atk		1
Def		8
MDef		51
Resists		None
Weakness		None

Name		Crazy Horse
HP		64
Gil		15
Exp		63
Atk		10
Def		2
MDef		40
Resists		None
Weakness		None

Name		Crocodile
HP		184
Gil		900
Exp		816
Atk		42
Def		16
MDef		103
Resists		Quake, Fire
Weakness		Bolt, Ice

Name		Cobra
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HP		56
Gil		50
Exp		123
Atk		6
Def		6
MDef		46
Resists		None
Weakness		None

Name		Cockatrice
HP		50
Gil		200
Exp		186
Atk		1
Def		4
MDef		47
Resists		Quake
Weakness		None

LETTER D

Name		Dark Wizard
HP		105
Gil		1095
Exp		1095
Atk		26
Def		40
MDef		170
Resists		None
Weakness		None

Name		Death Eye
HP		360
Gil		1
Exp		1
Atk		120
Def		60
MDef		160
Resists		Quake, Ice, Death, Confusion, Paralysis
Weakness		Fire, Dia

Name		Desert Baretta
HP		352
Gil		1
Exp		2610
Atk		98
Def		48
MDef		156
Resists		None
Weakness		None

Name		Dragon Zombie
HP		268
Gil		999
Exp		2331
Atk		56
Def		30
MDef		135
Resists		Quake, Ice, Death, Confusion, Paralysis

Weakness | Fire, Dia

LETTER E

Name | Earth Medusa
HP | 96
Gil | 1218
Exp | 1218
Atk | 11
Def | 12
MDef | 70
Resists | Quake, Ice
Weakness | Fire

Name | EVIL EYE
HP | 162
Gil | 3225
Exp | 3225
Atk | 30
Def | 30
MDef | 92
Resists | Quake
Weakness | None

LETTER F

Name | Fire Gigas
HP | 300
Gil | 1506
Exp | 1506
Atk | 73
Def | 20
MDef | 135
Resists | Fire
Weakness | Ice

Name | Fire Hydra
HP | 182
Gil | 400
Exp | 1215
Atk | 20
Def | 14
MDef | 103
Resists | Fire
Weakness | Ice

Name | Fire Lizard
HP | 296
Gil | 1200
Exp | 2472
Atk | 31
Def | 18
MDef | 143
Resists | Fire
Weakness | Ice

LETTER G

Name		GARLAND
HP		106
Gil		250
Exp		130
Atk		15
Def		10
MDef		64
Resists		None
Weakness		None

Name		Gigas Worm
HP		56
Gil		15
Exp		63
Atk		17
Def		8
MDef		40
Resists		None
Weakness		Fire

Name		Ghast
HP		56
Gil		117
Exp		117
Atk		8
Def		10
MDef		40
Resists		Quake, Ice, Death, Paralysis, Confusion
Weakness		Fire, Dia

Name		Ghost
HP		180
Gil		990
Exp		990
Atk		93
Def		30
MDef		85
Resists		Quake, Ice, Death, Paralysis, Confusion
Weakness		Fire, Dia

Name		Ghoul
HP		48
Gil		50
Exp		93
Atk		8
Def		6
MDef		36
Resists		Quake, Ice, Death, Paralysis, Confusion
Weakness		Fire, Dia

Name		Gnoma
HP		288
Gil		768
Exp		1536
Atk		66
Def		20
MDef		130
Resists		Quake, Ice, Bolt, Death, Confusion, Paralysis
Weakness		Fire

Name		Goblin
HP		8
Gil		6
Exp		6
Atk		4
Def		4
MDef		16
Resists		None
Weakness		None

Name		Goblin Guard
HP		16
Gil		18
Exp		18
Atk		8
Def		6
MDef		23
Resists		None
Weakness		None

Name		Goggler
HP		10
Gil		10
Exp		42
Atk		4
Def		0
MDef		14
Resists		Bolt, Ice
Weakness		Quake, Fire

Name		Green Dragon
HP		342
Gil		5000
Exp		4068
Atk		72
Def		16
MDef		200
Resists		Quake
Weakness		Ice

Name		Green Slime
HP		24
Gil		20
Exp		84
Atk		1
Def		255
MDef		36
Resists		Quake, Bolt, Confusion, Death, Paralysis
Weakness		Ice, Fire

Name		Grey Ooze
HP		76
Gil		70
Exp		255
Atk		30
Def		7
MDef		55
Resists		Quake, Ice, Fire, Confusion, Death
Weakness		Bolt

Name		Guardian
HP		200
Gil		400
Exp		1224
Atk		25
Def		40
MDef		110
Resists		Death, Confusion, Paralysis
Weakness		Bolt

LETTER H

Name		Hellhound
HP		192
Gil		600
Exp		1182
Atk		30
Def		8
MDef		103
Resists		None
Weakness		Ice

Name		Hill Gigas
HP		240
Gil		879
Exp		879
Atk		38
Def		12
MDef		120
Resists		None
Weakness		None

Name		Horned Devil
HP		94
Gil		387
Exp		387
Atk		10
Def		32
MDef		127
Resists		Quake, Fire, Ice
Weakness		None

Name		Hydra
HP		212
Gil		150
Exp		915
Atk		30
Def		14
MDef		116
Resists		None
Weakness		None

LETTER I

Name		Ice Gigas
HP		336
Gil		1752

Exp		1752
Atk		60
Def		16
MDef		150
Resists		Ice
Weakness		Fire

LETTER K

Name		KRAKEN 1
HP		1600
Gil		5000
Exp		4245
Atk		50
Def		60
MDef		160
Resists		Quake, Fire
Weakness		Bolt, Ice

Name		KRAKEN 2
HP		1800
Gil		1
Exp		2000
Atk		70
Def		70
MDef		200
Resists		Quake, Fire
Weakness		None

LETTER L

Name		Lesser Tiger
HP		132
Gil		108
Exp		438
Atk		22
Def		8
MDef		85
Resists		None
Weakness		None

Name		LICH 1
HP		800
Gil		3000
Exp		2200
Atk		40
Def		40
MDef		120
Resists		Ice, Death, Confusion, Paralysis
Weakness		Fire, Dia

Name		LICH 2
HP		1000
Gil		1
Exp		2000
Atk		50
Def		50
MDef		140

Resists | Ice, Death, Confusion, Paralysis
Weakness | Fire, Dia

Name | Lizard
HP | 92
Gil | 50
Exp | 153
Atk | 18
Def | 12
MDef | 55
Resists | None
Weakness | None

LETTER M

Name | Manticore
HP | 164
Gil | 650
Exp | 1317
Atk | 22
Def | 8
MDef | 95
Resists | Quake
Weakness | None

Name | MARILITH 1
HP | 1200
Gil | 3000
Exp | 2475
Atk | 40
Def | 50
MDef | 183
Resists | Bolt, Ice, Fire
Weakness | Paralysis

Name | MARILITH 2
HP | 1400
Gil | 1
Exp | 2000
Atk | 60
Def | 60
MDef | 183
Resists | Bolt, Ice, Fire
Weakness | None

Name | Medusa
HP | 68
Gil | 699
Exp | 699
Atk | 20
Def | 10
MDef | 55
Resists | None
Weakness | None

Name | Mummy
HP | 80
Gil | 300
Exp | 300

Atk		30
Def		20
MDef		60
Resists		Ice, Death, Paralysis, Confusion
Weakness		Fire, Dia

LETTER N

Name		Necrotaur
HP		224
Gil		1050
Exp		1050
Atk		40
Def		14
MDef		116
Resists		Ice, Death, Confusion, Paralysis
Weakness		Fire, Dia

Name		Neochu
HP		344
Gil		500
Exp		3189
Atk		35
Def		32
MDef		170
Resists		None
Weakness		None

Name		Nightmare
HP		200
Gil		700
Exp		1272
Atk		30
Def		24
MDef		100
Resists		Quake, Fire, Death, Confusion, Paralysis
Weakness		Ice

LETTER O

Name		Orge
HP		100
Gil		195
Exp		195
Atk		18
Def		10
MDef		65
Resists		None
Weakness		None

Name		Orge Chieftain
HP		132
Gil		300
Exp		282
Atk		23
Def		14
MDef		71
Resists		None

Weakness | None

Name | Orge Mage
HP | 144
Gil | 723
Exp | 723
Atk | 23
Def | 10
MDef | 80
Resists | Quake
Weakness | None

LETTER P

Name | Piranha
HP | 92
Gil | 20
Exp | 240
Atk | 22
Def | 0
MDef | 68
Resists | Quake, Fire
Weakness | Bolt, Ice

Name | Pirate
HP | 6
Gil | 40
Exp | 40
Atk | 8
Def | 0
MDef | 15
Resists | None
Weakness | None

Name | Piscodemon
HP | 84
Gil | 300
Exp | 276
Atk | 30
Def | 16
MDef | 98
Resists | Ice, Fire, Confusion, Paralysis
Weakness | None

Name | Privateer
HP | 50
Gil | 120
Exp | 60
Atk | 14
Def | 6
MDef | 37
Resists | Quake
Weakness | None

Name | Purple Worm
HP | 448
Gil | 1000
Exp | 4344
Atk | 65

Def		10
MDef		200
Resists		Quake
Weakness		None

Name		Pyros
HP		276
Gil		800
Exp		1620
Atk		50
Def		20
MDef		130
Resists		Quake, Fire, Death, Confusion, Paralysis
Weakness		Ice

Name		Pyrolisk
HP		44
Gil		500
Exp		423
Atk		20
Def		4
MDef		45
Resists		Quake, Fire
Weakness		Ice

LETTER R

Name		Rakshasa
HP		110
Gil		800
Exp		603
Atk		20
Def		30
MDef		62
Resists		Quake, Bolt, Fire, Ice, Death, Confusion, Paralysis
Weakness		None

Name		Red Dragon
HP		248
Gil		4000
Exp		2904
Atk		75
Def		30
MDef		200
Resists		Quake, Fire
Weakness		None

Name		Red Piranha
HP		172
Gil		46
Exp		546
Atk		37
Def		20
MDef		83
Resists		None
Weakness		None

Name		Remora
HP		320

Gil		1000
Exp		2244
Atk		73
Def		24
MDef		185
Resists		Fire, Ice
Weakness		None

LETTER S

Name		Sabretooth
HP		200
Gil		500
Exp		843
Atk		24
Def		8
MDef		106
Resists		None
Weakness		None

Name		Sand Worm
HP		200
Gil		900
Exp		2683
Atk		46
Def		14
MDef		103
Resists		Quake
Weakness		None

Name		Sahagin
HP		28
Gil		30
Exp		30
Atk		10
Def		4
MDef		28
Resists		Quake, Fire
Weakness		Bolt, Ice

Name		Sahagin Chief
HP		64
Gil		105
Exp		105
Atk		15
Def		8
MDef		46
Resists		Quake, Fire
Weakness		Bolt, Ice

Name		Sahagin Prince
HP		204
Gil		882
Exp		882
Atk		47
Def		20
MDef		101
Resists		Quake, Fire
Weakness		Bolt, Ice

Name		Scorpion
HP		84
Gil		70
Exp		225
Atk		22
Def		10
MDef		55
Resists		None
Weakness		None

Name		Sea Scorpion
HP		148
Gil		300
Exp		639
Atk		35
Def		18
MDef		85
Resists		Quake, Fire
Weakness		Bolt, Ice

Name		Sea Snake
HP		224
Gil		600
Exp		957
Atk		35
Def		12
MDef		116
Resists		Quake, Fire
Weakness		Bolt, Ice

Name		Sea Troll
HP		216
Gil		852
Exp		852
Atk		40
Def		20
MDef		110
Resists		Quake
Weakness		Bolt, Ice

Name		Shadow
HP		50
Gil		45
Exp		90
Atk		10
Def		0
MDef		37
Resists		Quake, Ice, Death, Paralysis, Confusion
Weakness		Fire, Dia

Name		Shark
HP		120
Gil		66
Exp		267
Atk		22
Def		0
MDef		70
Resists		Quake, Fire
Weakness		Bolt, Ice

Name		Skeleton
HP		10
Gil		3
Exp		9
Atk		10
Def		0
MDef		17
Resists		Quake, Ice, Death, Paralysis, Confusion
Weakness		Fire, Dia

Name		Soldier
HP		400
Gil		2000
Exp		4000
Atk		102
Def		48
MDef		160
Resists		Quake, Fire, Ice, Death, Confusion, Paralysis
Weakness		Bolt

Name		Specter
HP		114
Gil		432
Exp		432
Atk		40
Def		12
MDef		67
Resists		Quake, Ice, Death, Confusion, Paralysis
Weakness		Fire, Dia

Name		Sphinx
HP		228
Gil		1160
Exp		1160
Atk		23
Def		12
MDef		115
Resists		Quake
Weakness		None

Name		Stone Golem
HP		200
Gil		1000
Exp		2385
Atk		70
Def		16
MDef		110
Resists		Quake, Bolt, Fire, Ice, Death, Confusion, Paralysis
Weakness		None

LETTER T

Name		TIAMAT 1
HP		2000
Gil		6000
Exp		5496
Atk		49
Def		80

MDef		200
Resists		Quake, Bolt, Fire, Ice
Weakness		Break

Name		TIAMAT 2
HP		2200
Gil		1
Exp		2000
Atk		75
Def		90
MDef		200
Resists		Quake, Bolt, Fire, Ice
Weakness		None

Name		Troll
HP		184
Gil		621
Exp		621
Atk		24
Def		12
MDef		100
Resists		None
Weakness		Fire

LETTER V

Name		VAMPIRE
HP		156
Gil		2000
Exp		1200
Atk		76
Def		24
MDef		75
Resists		Quake, Ice, Death, Confusion, Paralysis
Weakness		Fire, Dia

Name		Vampire Lord
HP		300
Gil		3000
Exp		2385
Atk		90
Def		28
MDef		84
Resists		Quake, Ice, Death, Confusion, Paralysis
Weakness		Fire, Dia

LETTER W

Name		Warg Wolf
HP		72
Gil		22
Exp		93
Atk		14
Def		0
MDef		46
Resists		None
Weakness		None

Name		Warmech
HP		2000
Gil		32,000
Exp		32,000
Atk		128
Def		80
MDef		200
Resists		Quake, Bolt, Death, Ice, Fire, Paralysis, Confusion
Weakness		None

Name		Water Naga
HP		356
Gil		2355
Exp		2355
Atk		9
Def		8
MDef		116
Resists		Quake, Fire
Weakness		Bolt, Ice

Name		Weretiger
HP		160
Gil		780
Exp		780
Atk		30
Def		16
MDef		93
Resists		None
Weakness		None

Name		Werewolf
HP		68
Gil		67
Exp		135
Atk		14
Def		6
MDef		45
Resists		None
Weakness		None

Name		White Croc
HP		288
Gil		2000
Exp		1890
Atk		56
Def		20
MDef		143
Resists		Quake, Fire
Weakness		Bolt, Ice

Name		White Dragon
HP		200
Gil		2000
Exp		1701
Atk		53
Def		8
MDef		196
Resists		Quake, Ice
Weakness		Bolt, Fire

Name		White Shark
HP		344
Gil		600
Exp		2361
Atk		50
Def		8
MDef		170
Resists		Quake, Fire
Weakness		Bolt, Ice

Name		Wight
HP		52
Gil		150
Exp		150
Atk		20
Def		12
MDef		45
Resists		Ice, Death, Confusion, Paralysis
Weakness		Fire, Dia

Name		Winter Wolf
HP		92
Gil		200
Exp		402
Atk		25
Def		0
MDef		55
Resists		Ice
Weakness		Fire

Name		Wolf
HP		20
Gil		6
Exp		24
Atk		8
Def		0
MDef		28
Resists		None
Weakness		None

Name		Wyvern
HP		212
Gil		50
Exp		1173
Atk		30
Def		12
MDef		115
Resists		Quake
Weakness		None

LETTER Z

Name		Zombie
HP		20
Gil		12
Exp		24
Atk		10
Def		0
MDef		25

Resists | Quake, Ice, Death, Paralysis, Confusion
Weakness | Fire, Dia

Weapons

SWORDS

Name | Broadsword
Cost | 550
Sell | n/a
Atk | 15
Hit Rate | 10
Special | None
Location | Provoca

Name | Coral Sword
Cost | --
Sell | n/a
Atk | 19
Hit Rate | 15
Special | Added damage done to "sea"-type enemies
Location | Terra Cave

Name | Defender
Cost | --
Sell | n/a
Atk | 30
Hit Rate | 35
Special | Added effect of the spell Blink on user
Location | Waterfall Cave

Name | Excalibur
Cost | --
Sell | n/a
Atk | 45
Hit Rate | 35
Special | None
Location | Mt. Duergar

Name | Falchion
Cost | n/a
Sell | n/a
Atk | 15
Hit Rate | 10
Special | None
Location | Western Keep

Name | Flame Sword
Cost | --
Sell | n/a
Atk | 26
Hit Rate | 20
Special | Added damage done to "undead"-type enemies
Location | Ice Cave

Name | Ice Brand
Cost | --
Sell | n/a

Atk		29
Hit Rate		25
Special		Added damage done to "sea"-type enemies
Location		Mt. Gulg/Citadel of Trials

Name		Long Sword
Cost		1500
Sell		n/a
Atk		20
Hit Rate		20
Special		None
Location		Melmond

Name		Masamune
Cost		--
Sell		n/a
Atk		56
Hit Rate		50
Special		None
Location		Temple of Chaos

Name		Mythril Sword
Cost		4000
Sell		n/a
Atk		23
Hit Rate		15
Special		None
Location		Elfheim/Crescent Lake

Name		Rapier
Cost		10
Sell		n/a
Atk		9
Hit Rate		5
Special		None
Location		Corneria

Name		Rune Blade
Cost		--
Sell		n/a
Atk		18
Hit Rate		15
Special		Added damage done to "giant"-type enemies
Location		Temple of Chaos

Name		Saber
Cost		450
Sell		n/a
Atk		13
Hit Rate		5
Special		None
Location		Elfheim

Name		Sasuke
Cost		--
Sell		n/a
Atk		33
Hit Rate		35
Special		None
Location		Flying Fortress, Temple of Chaos

Name		Scimitar
Cost		200
Sell		n/a
Atk		10
Hit Rate		10
Special		None
Location		Pravoca

Name		Sunblade
Cost		--
Sell		n/a
Atk		32
Hit Rate		25
Special		Added damage done to "undead"-type enemies
Location		Tower of Mirage

Name		Venom Blade
Cost		--
Sell		n/a
Atk		22
Hit Rate		30
Special		Added effect of Doom on enemies
Location		Flying Fortress

Name		Vorpal Sword
Cost		--
Sell		n/a
Atk		24
Hit Rate		25
Special		None
Location		Tower of Mirage

Name		Werebane
Cost		--
Sell		n/a
Atk		18
Hit Rate		15
Special		Added damage done to "were"-type enemies
Location		Temple of Chaos

Name		Wyrmslayer
Cost		--
Sell		n/a
Atk		19
Hit Rate		15
Special		Added damage done to "dragon"-type enemies
Location		Mt. Duergar

AXES

Name		Battle Axe
Cost		550
Sell		n/a
Atk		17
Hit Rate		5
Special		None
Location		Provoca

Name		Great Axe
Cost		--
Sell		n/a
Atk		22
Hit Rate		5
Special		None
Location		Titan's Cave

Name		Light Axe
Cost		--
Sell		n/a
Atk		28
Hit Rate		15
Special		n/a
Location		Sunken Shrine

Name		Mythril Axe
Cost		4500
Sell		n/a
Atk		25
Hit Rate		10
Special		None
Location		Crescent Lake/Mt. Gulg

KNIVES

Name		Cat Claws
Cost		65,000
Sell		n/a
Atk		22
Hit Rate		35
Special		None
Location		Gaia

Name		Dagger
Cost		175
Sell		n/a
Atk		7
Hit Rate		10
Special		None
Location		Elfheim

Name		Knife
Cost		5
Sell		n/a
Atk		5
Hit Rate		10
Special		None
Location		Corneria

Name		Mythril Knife
Cost		800
Sell		n/a
Atk		10
Hit Rate		15
Special		None
Location		Mt. Duergar/Crescent Lake

STAVES

Name		Cosier
Cost		200
Sell		n/a
Atk		14
Hit Rate		--
Special		n/a
Location		Elfheim

Name		Healing Staff
Cost		--
Sell		n/a
Atk		6
Hit Rate		--
Special		Added effect of Heall on party
Location		Citadel of Trials

Name		Mage Staff
Cost		--
Sell		n/a
Atk		12
Hit Rate		10
Special		n/a
Location		Sunken Shrine

Name		Power Staff
Cost		--
Sell		n/a
Atk		12
Hit Rate		--
Special		n/a
Location		Western Keep

Name		Spellbinder
Cost		--
Sell		n/a
Atk		15
Hit Rate		15
Special		n/a
Location		Waterfall Cave

Name		Staff
Cost		5
Sell		n/a
Atk		7
Hit Rate		--
Special		None
Location		Corneria/Terra Cave/Mt. Gulg

HAMMERS

Name		Hammer
Cost		10
Sell		n/a
Atk		9
Hit Rate		--
Special		None
Location		Corneria/Provoca

Name		Mythril Hammer
Cost		2500
Sell		n/a
Atk		12
Hit Rate		5
Special		None
Location		Crescent Lake

Name		Thor's Hammer
Cost		--
Sell		n/a
Atk		18
Hit Rate		15
Special		Added effect of Bolt2 on enemies
Location		Tower of Mirage

NUNCHAKU

Name		Iron Nunchaku
Cost		200
Sell		n/a
Atk		16
Hit Rate		--
Special		None
Location		Elfheim

Name		Nunchaku
Cost		10
Sell		n/a
Atk		12
Hit Rate		--
Special		None
Location		Corneria

Armors

BODY

Name		Black Robe
Cost		--
Sell		n/a
Def		24
Evade		2
Special		n/a
Location		Flying Fortress

Name		Chain Mail
Cost		80
Sell		n/a
Def		15
Evade		15
Special		None
Location		Corneria

Name		Copper Armlet
Cost		1000

Sell | n/a
Def | 4
Evade | 1
Special | None
Location | Elfheim/Marsh Cave

Name | Diamond Armlet
Cost | --
Sell | n/a
Def | 34
Evade | 1
Special | None
Location | Sunken Shrine

Name | Diamond Armor
Cost | --
Sell | n/a
Def | 42
Evade | 10
Special | None
Location | Sunken Shrine

Name | Dragon Armor
Cost | --
Sell | n/a
Def | 42
Evade | 10
Special | n/a
Location | Tower of Mirage

Name | Flame Armor
Cost | --
Sell | n/a
Def | 34
Evade | 10
Special | Added defence against Ice attacks
Location | Mt. Gulg

Name | Ice Armor
Cost | --
Sell | n/a
Def | 34
Evade | 10
Special | Added defence against Fire attacks
Location | Ice Cave

Name | Knight's Armor
Cost | 45,000
Sell | n/a
Def | 34
Evade | 33
Special | None
Location | Melmond

Name | Leather Armor
Cost | 50
Sell | n/a
Def | 4
Evade | 8
Special | None

Location | Corneria

Name | Mythril Mail
Cost | 7500
Sell | n/a
Def | 18
Evade | 8
Special | None
Location | Crescent Lake/Mt. Gulg

Name | Ruby Armlet
Cost | 50,000
Sell | n/a
Def | 24
Evade | 1
Special | None
Location | Citadel of Trials/Gaia

Name | Shirt
Cost | 10
Sell | n/a
Def | 1
Evade | 2
Special | None
Location | Corneria/Ice Cave/Flying Fortress

Name | Silver Armlet
Cost | 5000
Sell | n/a
Def | 15
Evade | 1
Special | None
Location | Marsh Cave/Melmond

Name | Steel Plate
Cost | 800
Sell | n/a
Def | 24
Evade | 23
Special | None
Location | Provova/Elfheim

Name | White Robe
Cost | --
Sell | n/a
Def | 24
Evade | 2
Special | Added effect of Invs2 on party
Location | Flying Fortress

HEAD

Name | Diamond Helm
Cost | --
Sell | n/a
Def | 8
Evade | 3
Special | None
Location | Sunken Shrine

Name		Grand Helm
Cost		450
Sell		n/a
Def		5
Evade		5
Special		None
Location		Mt. Duergar/Melmond

Name		Healing Helm
Cost		--
Sell		n/a
Def		6
Evade		3
Special		Added effect of Heall on party.
Location		Tower of Mirage/Flying Fortress

Name		Helmet
Cost		100
Sell		n/a
Def		3
Evade		3
Special		None
Location		Mt. Duergar/Elfheim

Name		Leather Cap
Cost		80
Sell		n/a
Def		1
Evade		1
Special		None
Location		Temple of Chaos/Provoca/Elfheim

Name		Mythril Helm
Cost		2500
Sell		n/a
Def		6
Evade		3
Special		None
Location		Titan's Cave/Crescent Lake/Flying Fortress

Name		Ribbon
Cost		--
Sell		n/a
Def		1
Evade		1
Special		Protects against status effects and auto-kill attacks
Location		Sunken Shrine, Waterfall Cave, Flying Fortress

ARMS

Name		Bronze Gloves
Cost		200
Sell		n/a
Def		2
Evade		3
Special		None
Location		Elven Castle/Melmond

Name		Diamond Gloves
Cost		--
Sell		n/a
Def		8
Evade		3
Special		None
Location		Sunken Shrine/Flying Fortress

Name		Gauntlets
Cost		--
Sell		n/a
Def		6
Evade		3
Special		n/a
Location		Citadel of Trials

Name		Giant's Gloves
Cost		--
Sell		n/a
Def		6
Evade		3
Special		n/a
Location		Sunken Shrine

Name		Leather Gloves
Cost		60
Sell		n/a
Def		1
Evade		1
Special		None
Location		Provoca

Name		Mythril Gloves
Cost		2500
Sell		n/a
Def		6
Evade		3
Special		None
Location		Crescent Lake/Mt. Gulg/Ice Cave

Name		Protect Ring
Cost		20,000
Sell		n/a
Def		8
Evade		1
Special		Protects against status effects and auto-kill attacks
Location		Gaia/Flying Fortress/Temple of Chaos

Name		Steel Gloves
Cost		750
Sell		n/a
Def		4
Evade		5
Special		None
Location		Western Keep/Melmond/Citadel of Trials

SHIELDS

Name		Aegis Shield
------	--	--------------

Cost		--
Sell		n/a
Def		16
Evade		--
Special		n/a
Location		Tower of Mirage

Name		Buckler
Cost		2500
Sell		n/a
Def		2
Evade		--
Special		n/a
Location		Crescent Lake

Name		Diamond Shield
Cost		--
Sell		n/a
Def		16
Evade		--
Special		None
Location		Sunken Shrine/Flying Fortress

Name		Flame Shield
Cost		--
Sell		n/a
Def		12
Evade		--
Special		n/a
Location		Mt. Gulg

Name		Ice Shield
Cost		--
Sell		n/a
Def		12
Evade		--
Special		n/a
Location		Ice Cave

Name		Iron Shield
Cost		100
Sell		n/a
Def		12
Evade		--
Special		None
Location		Elfheim

Name		Leather Shield
Cost		15
Sell		n/a
Def		2
Evade		--
Special		None
Location		Pravoca

Name		Mythril Shield
Cost		2500
Sell		n/a
Def		8
Evade		--

Special | None
Location | Terra Cave, Crescent Lake, Mt. Gulg

Name | Protection Mantle
Cost | --
Sell | n/a
Def | 8
Evade | 2
Special | n/a
Location | Flying Fortress, Temple of Chaos

Black Magic

LEVEL 1

Name | Fire1
Cost | 100
Effect | Inflicts 10-40 fire damage on an enemy
Range | One enemy
Users | Black Mage, Black Wizard, Red Mage, Red Wizard, Ninja
Location | Corneria

Name | Sleep1
Cost | 100
Effect | Puts all enemies to sleep
Range | All enemies
Users | Black Mage, Black Wizard, Red Mage, Red Wizard, Ninja
Location | Corneria

Name | Focus1
Cost | 100
Effect | Lowers an enemies' Evade by 10 points
Range | One enemy
Users | Black Mage, Black Wizard, Red Mage, Red Wizard, Ninja
Location | Corneria

Name | Bolt1
Cost | 100
Effect | Inflicts 10-40 lightning damage on an enemy
Range | One enemy
Users | Black Mage, Black Wizard, Red Mage, Red Wizard, Ninja
Location | Corneria

WHITE MAGIC

LEVEL 1

Name | Cure1
Cost | 100
Effect | Restores 16-32 HP
Range | One warrior
Users | White Mage, White Wizard, Red Mage, Red Wizard, Knight
Location | Corneria

Name | Dial
Cost | 100

Effect | Inflicts 20-80 damage to "undead"-type enemies
Range | All enemies
Users | White Mage, White Wizard
Location | Corneria

Name | Shld1
Cost | 100
Effect | Raises Defence by 8 points
Range | One warrior
Users | White Mage, White Wizard, Red Mage, Red Wizard, Knight
Location | Corneria

Name | Blink
Cost | 100
Effect | Raises Evade by 80 points
Range | Self
Users | White Mage, White Wizard, Red Wizard, Knight
Location | Corneria

LEVEL 2

Name | Lamp
Cost | 400
Effect | Cures Darkness
Range | One warrior
Users | White Mage, White Wizard, Red Mage, Red Wizard, Knight
Location | Pravoca

Name | Silence
Cost | 400
Effect | Prevents enemies from casting spells
Range | All enemies
Users | White Mage, White Wizard, Red Mage, Red Wizard, Knight
Location | Pravoca

Name | NulBolt
Cost | 400
Effect | Reduces lightning-based damage by 50%
Range | All warriors
Users | White Mage, White Wizard, Red Mage, Red Wizard, Knight
Location | Pravoca

Name | Invs1
Cost | 400
Effect | Raises all warriors evade by 40 points
Range | All warriors
Users | White Mage, White Wizard, Red Mage, Red Wizard, Knight
Location | Pravoca

LEVEL 3

Name | Cure2
Cost | 1500
Effect | Restores 33-66 HP
Range | One warrior
Users | White Mage, White Wizard, Red Mage, Red Wizard, Knight
Location | Elfheim

Name | Dia2
Cost | 1500
Effect | Inflicts 40-160 damage to "undead"-type enemies
Range | One warrior
Users | White Mage, White Wizard, Red Mage, Red Wizard, Knight
Location | Elfheim

Name | NulFire
Cost | 1500
Effect | Reduces fire-based attacks by 50%
Range | All warriors
Users | White Mage, White Wizard, Red Mage, Red Wizard, Knight
Location | Elfheim

Name | Heall
Cost | 1500
Effect | Restores 12-24 HP to all warriors
Range | All warriors
Users | White Mage, White Wizard
Location | Elfheim

LEVEL 4

Name | Esuna
Cost | 4000
Effect | Cures Poison
Range | One warrior
Users | White Mage, White Wizard, Red Mage, Red Wizard
Location | Elfheim

Name | Fear
Cost | 4000
Effect | Causes all enemies to run away from battle
Range | All enemies
Users | White Mage, White Wizard
Location | Elfheim

Name | NulIce
Cost | 4000
Effect | Reduces ice-based attacks by 50%
Range | All warriors
Users | White Mage, White Wizard, Red Mage, Red Wizard
Location | Elfheim

Name | Vox
Cost | 4000
Effect | Cures Mute
Range | One warrior
Users | White Mage, White Wizard, Red Wizard
Location | Elfheim

LEVEL 5

Name | Cure3
Cost | 8000
Effect | Restores 66-132 HP to one warrior
Range | One warrior
Users | White Mage, White Wizard, Red Mage, Red Wizard

Location | Melmond

Name | Lifel

Cost | 8000

Effect | Revives one warrior. Can only be used outside of battle

Range | One warrior

Users | White Mage, White Wizard

Location | Melmond

Name | Dia3

Cost | 8000

Effect | Inflicts 60-240 damage to "undead"-type enemies

Range | All enemies

Users | White Mage, White Wizard

Location | Melmond

Name | Heal2

Cost | 8000

Effect | Restores 24-48 HP to all warriors

Range | All warriors

Users | White Mage, White Wizard

Location | Melmond

LEVEL 6

Name | Stona

Cost | 20,000

Effect | Cures Stone

Range | One warrior

Users | White Mage, White Wizard

Location | Crescent Lake

Name | Warp2

Cost | 20,000

Effect | Warps entire party outside of caverns/dungeon

Range | All warriors

Users | White Wizard, Red Wizard

Location | Crescent Lake

Name | Shld2

Cost | 20,000

Effect | Raises Defence by 12 points

Range | All warriors

Users | White Mage, White Wizard, Red Wizard

Location | Crescent Lake

Name | Invs2

Cost | 20,000

Effect | Raises all warriors Evade by 40 points

Range | All warriors

Users | White Mage, White Wizard, Red Wizard

Location | Crescent Lake

LEVEL 7

Name | NulMgc

Cost | 45,000

Effect | Protects all warriors from auto-kill attacks/spells

Range | All warriors
Users | White Mage, White Wizard, Red Wizard
Location | Onrak

Name | Heal3
Cost | 45,000
Effect | Restores 48-96 HP to all warriors
Range | All warriors
Users | White Mage, White Wizard
Location | Gaia

Name | Cure4
Cost | 45,000
Effect | Fully restores all HP of one warrior
Range | One warrior
Users | White Wizard
Location | Gaia

Name | Dia4
Cost | 45,000
Effect | Inflicts 80-320 damage to "undead"-type enemies
Range | All enemies
Users | White Wizard
Location | Gaia

LEVEL 8

Name | Holy
Cost | 60,000
Effect | Does lots of damage...
Range | All enemies
Users | White Wizard
Location | Gaia

Name | NulAll
Cost | 60,000
Effect | Reduces all spell damage by 50%
Range | All warriors
Users | White Wizard
Location | Gaia

Name | Dispel
Cost | 60,000
Effect | Removes an enemy's positive/protective defences
Range | One enemy
Users | White Wizard
Location | Gaia

Name | Life2
Cost | 60,000
Effect | Revives and fully restores one warrior
Range | One warrior
Users | White Wizard
Location | Lufenia

ITEMS & KEY ITEMS

Name | Potion
Cost | 60
Effect | Restores a small amount of HP to one warrior
Range | One warrior
Location | n/a

Name | Antidote
Cost | 75
Effect | Removes Poison status from one warrior
Range | One warrior
Location | n/a

Name | Gold Needle
Cost | 800
Effect | Removes Stone status from one warrior
Range | One warrior
Location | n/a

Name | Sleeping Bag
Cost | 75
Effect | Restores a small amount of HP to all warriors. Saves game
Range | All warriors
Location | n/a

Name | Tent
Cost | 250
Effect | Restores a decent amount of HP to all warriors. Saves game
Range | All warriors
Location | n/a

Name | Cottage
Cost | 3000
Effect | Restores all HP and MP for all warriors. Saves game
Range | All warriors
Location | n/a

Name | Adamantine
Descript. | Creates the sword Excalibur
Used | Mt. Duergar
Location | Flying Fortress, floor 2

Name | Bell
Descript. | Lets you to enter the Mirage Tower
Used | Y. Desert
Location | Lufenia

Name | Bottled Faerie
Descript. | Helps you get to the Sunken Shrine
Used | Anywhere
Location | Desert Caravan

Name | Canoe
Descript. | Lets you to travel on rivers
Used | Rivers
Location | Crescent Lake

Name | Crown
Descript. | Leads to the fight with Astos
Used | Western Keep

Location | Marsh Cave

Name | Crystal Eye
Descript.| Trade with Matoya for the Jolt Tonic
Used | Matoya's Cave
Location | Western Keep

Name | Earth Rod
Descript.| Lets you to head down to floor 4 of the Terra Cave
Used | Terra Cave
Location | Sarda's Cave

Name | Jolt Tonic
Descript.| Wakes the Elf Prince
Used | Elven Castle
Location | Matoya's Cave

Name | Levystone
Descript.| Used to create the airship
Used | L. Desert
Location | Ice Cave

Name | Lute
Descript.| Sends you to the past (Temple of Chaos)
Used | Temple of Chaos
Location | Corneria Castle

Name | Mystic Key
Descript.| Lets you open the locked doors
Used | Corneria Castle, Marsh Cave, Temple of Chaos
Location | Elven Castle

Name | Nitro Powder
Descript.| Creates a canal with the explosion
Used | Mt. Duergar
Location | Corneria Castle

Name | Oxyale
Descript.| Lets you to use the submarine in Onrak
Used | Onrak
Location | Gaia

Name | Rat's Tale
Descript.| Give to Bahamut to get the class upgrade
Used | Bahamut's Cave
Location | Citadel of Trials

[Shops]-----

CORNERIA

Shop : Weapon
Sale : Nunchaku, Knife, Staff, Rapier, Hammer
Cost : 10/8, 5/4, 5/4, 10/8, 10/8
Comment: None

Shop : Armor

Sale : Shirt, Leather Armor, Chain Mail
Cost : 10/8, 50/40, 80/65
Comment: None

Shop : Item
Sale : Potion, Antidote, Sleeping Bag
Cost : 60/40, 75/50, 75/50
Comment: None

Shop : White Magic
Sale : Cure1, Dial, Shld1, Blink
Cost : 100/50 for all
Comment: None

Shop : Black Magic
Sale : Fire1, Bolt1, Sleep1, Focus1
Cost : 100/50 for all
Comment: None

Shop : Sanctuary, Inn
Sale : Revive, Heal/Save
Cost : 40, 30
Comment: None

PRAVOCA

Shop : Weapon
Sale : Hammer, Broadsword, Battle Axe, Scimitar
Cost : 10/8, 550/450, 550/450, 200/160
Comment: None

Shop : Armor
Sale : Leather Armor, Chain Mail, Steel Plate, Leather Gloves, Leather Shield
Cost : 50/40, 80/65, 800/640, 60/50, 15/12
Comment: None

Shop : Item
Sale : Potion, Antidote, Sleeping Bag, Tent
Cost : 60/40, 75/50, 75/50, 250/125
Comment: None

Shop : White Magic
Sale : Lamp, Silence, NulBolt, Invs1
Cost : 400/250 for all
Comment: None

Shop : Black Magic
Sale : Ice1, Fog, Steel, Slow1
Cost : 400/250 for all
Comment: None

Shop : Sanctuary, Inn
Sale : Revive, Heal/Save
Cost : 80, 50
Comment: None

Shop : Weapon
Sale : Iron Nunchaku, Dagger, Crosier, Saber, Mythril Sword
Cost : 200/160, 175/140, 200/160, 450/360, 4000/3200
Comment: None

Shop : Armor
Sale : Steel Plate, Copper Armlet, Iron Shield, Leather Cap, Helmet
Cost : 800/640, 1000/800, 100/80, 80/65, 100/80
Comment: None

Shop : Item
Sale : Potion, Antidote, Sleeping Bag, Cottage, Gold Needle
Cost : 60/40, 75/50, 75/50, 3000/2000, 800/500
Comment: None

Shop : White Magic
Sale : Cure2, Dia2, NulFire, Heall, Esuna, Fear, NulIce, Vox
Cost : 1500/1000 for first four; 4000/2500 for last four
Comment: None

Shop : Black Magic
Sale : Fire2, Bolt2, Focus2, Bind, Sleep2, Haste, Muddle, Ice2
Cost : 1500/1000 for first four; 4000/2500 for last four
Comment: None

Shop : Sanctuary, Inn
Sale : Revive, Heal/Save
Cost : 200, 100
Comment: None

MELMOND

Shop : Weapon
Sale : Crosier, Saber, Long Sword, Falchion
Cost : 200/160, 450/360, 1500/1200, 450/360
Comment: None

Shop : Armor
Sale : Knight's Armor, Silver Armlet, Grand Helm, Bronze Gloves, Steel Gloves
Cost : 45000/36000, 5000/4000, 450/360, 200/160, 750/600
Comment: The Knight's Armor is a waste of money... unless you have A LOT of it.

Shop : White Magic
Sale : Cure3, Dia3, Lifel, Heal2
Cost : 8000/5000 for all
Comment: None

Shop : Black Magic
Sale : Fire3, Poison, Warp1, Slow2
Cost : 8000/5000 for all
Comment: None

Shop : Inn
Sale : Heal/Save
Cost : 100
Comment: None

CRESCENT LAKE

Shop : Weapon
Sale : Mythril Knife, Mythril Sword, Mythril Hammer, Mythril Axe
Cost : 800/640, 4000/3200, 2500/2000, 4500/3600
Comment: None

Shop : Armor
Sale : Mythril Mail, Mythril Shield, Buckler, Mythril Helm, Mythril Gloves
Cost : 7500/6000, 2500/2000, 2500/2000, 2500/2000, 2500/2000
Comment: None

Shop : Item
Sale : Potion, Antidote, Tent, Cottage
Cost : 60/40, 75/50, 250/125, 3000/2000
Comment: None

Shop : White Magic
Sale : Stona, Warp2, Shld2, Invs2
Cost : 20000/13000 for all
Comment: None

Shop : Black Magic
Sale : Bolt3, Reaper, Quake, Stun
Cost : 20000/13000 for all
Comment: None

Shop : Sanctuary, Inn
Sale : Revive, Heal/Save
Cost : 400, 200
Comment: None

GAIA

Shop : Weapon
Sale : Cat Claws
Cost : 65000/52000
Comment: None

Shop : Armor
Sale : Ruby Armlet, Protect Ring
Cost : 40000/20000, 16000/10000
Comment: None

Shop : Item
Sale : Potion, Antidote, Tent, Cottage
Cost : 60/40, 75/50, 250/125, 3000/2000
Comment: None

Shop : White Magic
Sale : Cure4, Dia4, Holy, NulAll, Dispel
Cost : 45000/30000 for first three; 60000/40000 for last two
Comment: None

Shop : Black Magic

Sale : Ice3, Break, Stop, Banish, Doom
Cost : 45000/30000 for first two; 60000/40000 for last three
Comment: None

Shop : Sanctuary, Inn
Sale : Revive, Heal/Save
Cost : 750, 300
Comment: None

ONLAK

Shop : Item
Sale : Potion, Antidote, Tent, Cottage, Gold Needle
Cost : 60/40, 75/50, 250/125, 3000/2000, 800/500
Comment: None

Shop : White Magic
Sale : NulMgc, Heal3
Cost : 45000/30000
Comment: None

Shop : Black Magic
Sale : Sabre, Blind
Cost : 45000/30000
Comment: None

Shop : Sanctuary, Inn
Sale : Revive, Heal/Save
Cost : 750, 300
Comment: None

LUFENIA

Shop : White Magic (hidden)
Sale : Life2
Cost : 60000/40000
Comment: Shop is hidden. Check walkthrough for details.

Shop : Black Magic (hidden)
Sale : Flare
Cost : 60000/40000
Comment: Shop is hidden. Check walkthrough for details.

[Secrets]-----

SLIDING PUZZLE GAME

You can play this game by holding down X and then pressing Circle 55 times.
Yes, you really have to press Circle 55 times but it's worth it. Have fun!

HERE LIES LINK?

If you check the grave marker closest to the Level 3 White Magic shop in Elfheim you'll find the words "Here lies Link". I'm guessing it's a joke since Link is an elf and Elfheim is full of them. In Final Fantasy (NES) the grave marker said "Here lies Erdrick", who is the hero from Dragon Warrior 1, made by then rival Enix.

[Collections/Bestiary]-----

1. Goblin
2. Goblin Guard
3. Wolf
4. Crazy Horse
5. Skeleton
6. Black Widow
7. Gigas Worm
8. Warg Wolf
9. Werewolf
10. Zombie
11. Ghoul
12. GARLAND
13. Cobra
14. Ogre
15. Ogre Chieftain
16. Lizard
17. Pirate
18. Sahagin
19. Sahagin Chief
20. Privateer
21. Shark
22. Goggler
23. Tarantula
24. Ghast
25. Scorpion
26. Shadow
27. Green Slime
28. Crawler
29. Gray Ooze
30. Gargoyle
31. Bloodbones
32. Piscodemon
33. ASTOS
34. Mummy
35. Wraith
36. Anaconda
37. Hyenadon
38. Lesser Tiger
39. Minotaur
40. Hill Gigas
41. Gnoma
42. Troll
43. Wight
44. Ochre Jelly
45. Cockatrice
46. VAMPIRE
47. Ogre Mage
48. Sphinx
49. LICH 1

50. Centipede
51. Piranha
52. Red Piranha
53. Crocodile
54. White Croc
55. Ochu
56. Nechochu
57. Hydra
58. Horned Devil
59. Pyrolisk
60. Pyros
61. Fire Hydra
62. Lava Worm
63. Hellhound
64. Fire Lizard
65. Fire Gigas
66. Red Dragon
67. MARILITH 1
68. White Dragon
69. Winter Wolf
70. Mindflayer
71. Ice Gigas
72. Specter
73. Remora
74. Dark Wizard
75. EVIL EYE
76. Desert Baretta
77. Sabretooth
78. Wyvern
79. Wyrn
80. Manticore
81. Baretta
82. Basilisk
83. Allosaurus
84. Weretiger
85. Sand Worm
86. Necrotaur
87. King Mummy
88. Medusa
89. Rakshasa
90. Clay Golem
91. Nightmare
92. Dragon Zombie
93. Sahagin Prince
94. White Shark
95. Deepeyes
96. Sea Snake
97. Sea Scorpion
98. Sea Troll
99. Ghost
100. Aquos
101. Water Naga
102. KRAKEN 1
103. Tyrannosaur
104. Black Knight
105. Chimera
106. Guardian
107. Blue Dragon
108. Green Dragon
109. Stone Golem

- 110. Aeros
- 111. Spirit Naga
- 112. Doom Knight
- 113. Earth Medusa
- 114. Dark Flan
- 115. Soldier
- 116. Vampire Lord
- 117. Dark Warrior
- 118. Warmech
- 119. TIAMAT 1
- 120. Rhyos
- 121. Death Eye
- 122. Purple Worm
- 123. Iron Golem
- 124. LICH 2
- 125. MARILITH 2
- 126. KRAKEN 2
- 127. TIAMAT 2
- 128. CHAOS

[Collections/Item Collection]-----

CASTLE CORNERIA

Mythril Knife
Saber
Crosier
Steel Plate
Iron Shield
NITRO POWDER
LUTE

TEMPLE OF CHAOS (present)

Potion
Gold Needle
Tent
Werebane
Rune Blade
Leather Hat

MATOYA'S CAVE

Potion x2
Antidote
JOLT TONIC

ELVEN CASTLE

330 Gil
400 Gil

Mythril Hammer
Bronze Gloves
MYSTIC KEY

MT. DUERGAR

450 Gil
575 Gil
575 Gil
Tent
Cottage
Mythril Knife
Wyrmkiller
Helmet
Grand Helm
Mythril Mail
Excalibur

WESTERN KEEP

Power Staff
Falchion
Steel Gloves
CRYSTAL EYE

MARSH CAVE

295 Gil
385 Gil
629 Gil
680 Gil
1020 Gil
Cottage
Dagger
Mythril Knife
Broadsword
Steel Plate
Copper Armlet
Silver Armlet
CROWN

TITAN'S CAVE

450 Gil
620 Gil
Great Axe
Mythril Helm

TERRA CAVE

300 Gil
575 Gil
795 Gil
880 Gil
1020 Gil
1250 Gil
1455 Gil
1520 Gil
1975 Gil
3400 Gil
3400 Gil
5000 Gil
5450 Gil
Potion x2
Antidote
Sleeping Bag
Tent x2
Staff
Coral Sword
Leather Shield
Mythril Shield
STAR RUBY

SAGE'S CAVE

EARTH ROD

CRESCENT LAKE

CANOE

MT. GULG

10 Gil
155 Gil
750 Gil
795 Gil
880 Gil
1250 Gil
1455 Gil
1520 Gil
1520 Gil
1760 Gil
1760 Gil
1975 Gil
2000 Gil
2750 Gil
4150 Gil
7340 Gil
Potion x2
Antidote x2
Gold Needle
Tent
Cottage

Staff
Claymore
Mythril Axe
Ice Brand
Mythril Helm x2
Flame Mail
Mythril Shield
Flame Shield
Mythril Gloves

ICE CAVE

180 Gil
5000 Gil
5454 Gil
7900 Gil
9500 Gil
9900 Gil
10,000 Gil
12,350 Gil
Potion
Sleeping Bag
Flame Sword
Shirt
Ice Armor
Ice Shield
Mythril Gloves
LEVISTONE

DESERT CARAVAN

BOTTLED FAERIE

GAIA

OXYALE

DRAGON'S CAVE

10 Gil
160 Gil
500 Gil
575 Gil
1455 Gil
1520 Gil
2000 Gil
2750 Gil
2750 Gil
9500 Gil
Gold Needle
Tent
Cottage

CITADEL OF TRIALS

1455 Gil
7340 Gil
Cottage
Healing Staff
Ice Brand
Steel Gloves
Gauntlets
Ruby Armlet
RAT'S TALE

SUNKEN SHRINE

10 Gil
20 Gil
110 Gil
385 Gil
450 Gil
1760 Gil
2000 Gil
2750 Gil
2750 Gil
4150 Gil
5000 Gil
5450 Gil
7340 Gil
7690 Gil
8135 Gil
9000 Gil
9900 Gil
9900 Gil
10,000 Gil
12,350 Gil
Antidote
Mage's Staff
Light Axe x2
Ribbon
Diamond Helm
Diamond Armor
Diamond Shield
Giant's Gloves
Diamond Gloves
Diamond Armlet
ROSETTA STONE

LUFENIA

BELL

TOWER OF MIRAGE

800 Gil
2750 Gil
3400 Gil
7600 Gil
7900 Gil
8135 Gil
10,000 Gil
12,350 Gil
13,000 Gil
18,010 Gil
Tent
Cottage
Thor's Hammer
Vorpal Sword
Sunblade
Healing Helm
Dragon Mail
Aegis Shield

WATERFALL CAVE

5000 Gil
6400 Gil
13,450 Gil
Spellbinder
Defender
Ribbon
WARP CUBE

FLYING FORTRESS

180 Gil
880 Gil
3400 Gil
4150 Gil
4150 Gil
5000 Gil
5450 Gil
6400 Gil
6720 Gil
7900 Gil
8135 Gil
9000 Gil
9500 Gil
9900 Gil
13,000 Gil
Potion x2
Gold Needle x2
Cottage
Venom Blade
Sasuke
Ribbon
Healing Helm
Mythril Helm
Shirt

Protect Cloak
Black Robe
White Robe
Diamond Shield
Diamond Gloves
Protect Ring x2
ADAMANTITE

TEMPLE OF CHAOS (past)

26,000 Gil
45,000 Gil
65,000 Gil
Sasuke
Masamune
Protect Cloak
Protect Ring

[Collections/Art Gallery]-----

1. Goblin
2. Princess and Her Light
3. Skeleton
4. Zombie
5. Princess Sarah
6. Sahagin
7. Shark
8. Tarantula
9. Scorpion
10. Strange Land
11. Green Slime
12. Crawler
13. Gargoyle
14. Mummy
15. Anaconda
16. Minotaur
17. Behemoth vs. Light
18. Gigas
19. Troll
20. Cockatrice
21. Lich
22. Crocodile
23. Ochu
24. Ochu vs. Light
25. Hydra
26. Hellhound
27. Dragon
28. Marilith
29. Mindflayer
30. Dark Elf
31. Dragon vs. Light
32. Death Eye
33. Sabretooth
34. Wyvern
35. Manticore
36. Baretta

37. Basilisk
38. Medusa
39. Demon in the Clouds
40. Rakshasa
41. Golem
42. Nightmare
43. Ghost
44. Naga
45. Kraken
46. Kraken vs. Light
47. Tyrannosaur
48. Black Knight
49. Chimera
50. Flying Fortress
51. Soldier
52. Tiamat
53. Chaos
54. Phoenix
55. Princess and Her Light II

*****[Final Fantasy 2]*****

[Game Basics/Controls]-----

TOWN/DUNGEON

- X Button : Talk. Examine objects
- Circle Button : Run
- Triangle Button : Opens the Main menu

MENU

- X Button : Confirm selected option
- Circle Button : Cancel selected option

FIELD MAP

- X Button : Get in or out of vehicles
- Circle Button : Press together with the Start Button to display the map
- Triangle Button : Opens the Main menu
- Square Button : Shortcut to the Magic menu from the field map
- L1 Button : Shortcut to the Items menu from the field map
- L2 Button : Shortcut to the Equipment menu from the field map
- R1 Button : Shortcut to the Status menu from the field map
- R2 Button : Shortcut to the Formation menu from the field map
- Start Button : Press together with the Circle Button to display the map.
Opens the Main menu

[Game Basics/Characters]-----

FIRION

He is adopted by Leon's parents as a child and grows up with Leon and Maria as part of their family. They lose their parents when the imperial army of Palamecia attacks the kingdom of Fynn. Firion decides to avenge their deaths by joining the rebel movement against the empire.

GUS

He possesses enormous discipline and physical strength. Despite appearances, he is very gentle and occasionally naive. He is also capable of communicating with animals.

MARIA

She worries constantly about her brother Leon when he disappears. Even so, she remains steadfast in her fight against the empire.

LEON

He is Maria's brother, and Firion's adopted brother and best friend. Leon loses his parents when the empire attacks Fynn. He escapes with Firion, Maria, and Gus, but imperial soldiers soon catch up to them and attack. He has been missing ever since.

[Game Basics/Gameplay]-----

LEVELING BASICS

Levelling in this game isn't as straightforward as in the more mainstream FF games. There is no EXP in this game but when you fight enemies and satisfy any of the conditions below, you will gain points in that stat.

- + Strength is raised by attacking physically
- + Endurance is raised by losing HP by taking damage in combat
- + Spirit is raised by using white magic
- + Intelligence is raised by using black magic
- + Magic is raised by casting spells, or losing MP
- + Accuracy is raised by attacking with weapons
- + Evasion is raised by being a target of a physical attack
- + Agility is raised by being a target of a physical attack
- + Magic Defense is raised by being the target of spells and special abilities

When a stat increases several times, another stat will decrease.

- When Strength increases, Intelligence decreases
- When Intelligence increases, Endurance decreases
- When Spirit increases, Strength decreases

ABUSING THE LEVELING SYSTEM

Ok, you've played the game for awhile and you've probably decided that it's pretty tough to raise your stats quick enough to not get bored. There ARE ways to raise your stats quicker, a few of them unintentional I would think, and others that are legitimate. If you're a straight-laced by-the-book type of person you'll probably want to ignore this part.

Swap Spell - Here's a great spell and it's available early in the game. Use it on a weak enemy and defeat it. You'll gain quite a bit.

Attacking Party Members - An unintentional but quick and dirty way to raise certain stats. This will raise the beaten up character's HP. Simply attack your other party members until they are in critical. You do this with magic as well to raise stats associated with this as well but there's an easier way.

Select/Cancel - Another unintentional cheat but excellent for raising your weapon level. Select a target, confirm, and then cancel when the next character's turn comes around. You can also do this for magic.

MAGIC BASICS

Discard - Spells that cannot be discarded are darkened in the menu.

Use - Use the directional buttons to select a caster, a spell, and a target if applicable. Press the X Button to confirm each selection. Note that not all spells can be used via the Magic menu.

Drop - If you want to drop a spell, select it with the directional buttons and press the X Button, then select the "Discard" command and press the X Button to confirm.

Learning Magic - You can purchase spell scrolls from magic shops or find them in treasure chests. Use them in the "Items" menu to learn magic spells. Every character can learn up to sixteen spells at a time. If their spells slots are full and they want to learn another spell, they must first drop a spell via the "Discard" command.

[Walkthrough]-----

PROLOGUE

In a distant land...

The peace long enjoyed by the people came to a crashing end.

The emperor of Palamecia summoned fiends from another dimension...

And the empire launched it's campaign for world conquest.

In the ensuing clash between rebel and empire, Castle Fynn was taken.

The rebels were forced to the remote town of Altair.

Amidst the chaos, four youths also fled the occupied Fynn.

They were childhood friends, now orphaned and homeless.

And they suddenly found themselves running for their lives.

CHAPTER 1: ON THE RUN

You'll start the game running from several imperial soldiers, Black Knights to be exact. The Black Knights will start to catch up and then more of them will appear to the far left, cornering you like a rat. You'll enter a battle at this point. There's no point trying to fight because there's no way you can possibly win. Just start attacking (you'll most likely do no damage at all) and wait for them to kill your characters off one by one. It won't take long because each Black Knight will do well over 500 damage to each character. After your party gets pummeled into submission, you'll end up in a room. No game over. Yay!

The two people in the room will talk for awhile and then leave, at which point you can control the guy, Firion to be exact. Exit this room and then go into the next one to find the throne room. Talk to the person on the throne and she'll give you a keyword ~ WILD ROSE. Memorize it and then exit the building. Well, the first thing you should do is to either get some equipment or some scrolls so you can learn a new spell (Cure is preferable). Either way, you're going to have to go outside and battle for awhile to raise some Gil and your stats. Stay reasonably close to the town for awhile and kill some enemies.

Head North when you're ready but travel inland and away from the coastal region. You'll find the town of Gatria around here if you need to cure your party along the way. Continue North to find your destination, the occupied town of Fynn. When you enter here, DON'T talk to anyone unless you feel like getting mauled by more Black Knights. Head to the North side of Fynn and then step one square beyond the wall and start walking clockwise around to the South East corner where the pub is located. Enter it.

Inside, there are a bunch of surly soldiers from Palamecia. Don't talk to them either, instead, make your way to the top right corner and talk to the guy behind the table. Tell him the keyword, WILD ROSE, and he'll let you enter the hidden passage behind him. Follow the path until you get to a room with a bed and talk to the guy in it. He'll tell you he's the prince the guy in Altair was talking about and that he's mortally wounded. He'll give you a ring as a final gesture and then expire. Sniff, so sad. Exit the pub and make your way back to Altair to give the Prince's brother the bad news.

*****[Closing]*****

[Final Words]-----

Goodbye. It's been fun writing this thing for you all. Well, not really, but I had to have something nice to say since this guide is almost at the end. Heh. Just kidding. Anyway. If you have any questions, comments, suggestions, praise or criticism, they should be sent to <shdswrm@hotmail.com>. If you're looking for specific information and it isn't in this guide, please tell me about it and I'll fix it. However, I can't really talk about the technical side of this

game because that's not my speciality. I know a little about some stuff but beyond that, you'll have to read Bsiron's or Patbun17's guides. If you're planning on using it, I'd appreciate it if you emailed me first.

[Credits]-----

Squaresoft for making this game as well as many others.

My brother for his help with my "work in progress" Final Fantasy 2 section.

Demi (of NeoDemiForce) for his unofficial Final Fantasy 2 translation.

Guitarfreak for trying to make some ASCII art for me. Thanks!

Kadamony for his insight on the GNU FDL and for the Copyright Notice.

Mountain Dew, Pepsi, and Coke for helping me stay awake while I'm writing.

And thank you for reading.

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